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THE GATEWAY

G A Z E T T E



GATEWAY COMPUTER CLUB

PO BOX 207
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G.C.C. GAZETTE

Joel Minto

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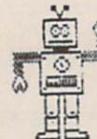
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THE CLUB

Membership fee is \$15.00. Members receive access to our programs, literature, BBS. and newsletter. Direct all membership applications and questions to Rich Fisher, P.O. BOX 207, Belleville Ill., 62222.

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EDITORS VIEW

Another year has come and gone and we are still plugging away at our computers. I hope that this past year was profitable and that the year to come will be even more so.

This may be my last column to you all as the elections are only a few days away. I would however like to take this opportunity to thank each of you for your support in getting this newsletter out of the fledgling stages. I believe we now have a newsletter we all can be proud of. We can't accept this though we must continue to improve. And we will. Don't forget the success of this newsletter depends upon you the authors.

This month one of our more prolific writers is back at it again. Dr. Vogel always seems to come up with a topic that is timely. All the other articles are from Commodore Users Groups in different parts of the country. There is some interesting articles and one which is tongue in cheek article on modems.

Once again I will be on the road traveling for the Air Force so one of the first things the new Executive board will have to do is publish February's newsletter. Sorry guys Uncle Sam doesn't take no for an answer. So until March---keep computing.

(ED.)

HELP HELP

We are in desperate need of a new monthly meeting place beginning in February. If you know of anyplace that might be suitable for us to meet please let one of the new board members know. Thanks



FROM THE TOP

Well, this issue kicks off a new year for the G.C.C. and I hope it proves to be as exciting for you as it does for us. We have many interesting projects in mind for the comming year, but as usual, we will need your support to carry them out.

Elections are this month and it looks like we will have a few new faces on the executive board this year. Please come and vote! We have at least one position with two people running. And remember, your vote does count (provided your paid to date).

On another topic, we are in desperate need of a new meeting place. The room we are using has been rented for office space. The copy session will be the last time we will be able to use it. If you know of a place where we can hold the meetings, let me know as soon as possible. We can afford a small fee, but we are still hoping to find a place that someone will donate to us. We need a place that will accomodate at least 100 people and some equipment. There should be chairs, a couple of tables available and power outlets handy. Any location is acceptable. The CALL IS OUT, let me know even if you are not sure about the details, we are short on time. Otherwise we may have to meet in the B.A.C. parking lot or at joel's house since he is out of town (ok joel?). seriously, we need your help.

VINCE LE PES
G.C.C. PRES.

More info on CES next month (when we know for sure), and some hints on communicating with the Disk and Modem. Till then...

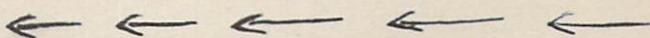
Jim Wright, COMM-CENTRAL Sysop

Hello everybody! Starting this month, you'll be seeing this column in the GATGWAY GAZETTE. I'll be covering topics related to telecommunications, peripheral access, and any other fun things I have to talk about.

First off, I'd like to officially announce Chat the Gateway Bulletin Board section of the COMM-CENTRAL BBS is now UP and running. This section is open to PAID Gateway members only. There is no fee to join COMM-CENTRAL, and to get access to the GATEWAY section, simply leave a note in FCEDBACK that you are a paid member. WithCn about 2 days, you'll have full access to the system.

The system is run at Software Or Systems on a Commodore 64 with 2 MSD dual drives. The store is donating a section of its board for club use. If the Gateway section becomes popular, the club may very well begin running its own board. Until then though, activity on the board will be monitored to see if it would be worthwhile to have a club BBS. Already the section for the club has stirred up quite a bit of interest in the GCC, and has even succeeded in converting a HARDCORE TRS-80 user over to the 64!

On to other areas...Would you believe a 10 Meg Hard Disk for the 64??? Would you believe under \$800??? Believe it! There are two new Hard Disks for the 64 being announced at the January CES show in Las Vegas. More details next month. Also to be unveiled at CES is the new C128. This Commodore machine is RUMORED to be completely compatible (Hardware & Software) with the 64, plus it adds another 64K RAM, built in CPM, and a switchable 40/80 column video display. But don't run out and sell that good ol' 64 yet. The C128 isn't due out till so, knowing Commodore, + Christmas '85 release date.



SCREEN DUMP
by
Dr. Gary L. Vogel

A question that I have heard asked frequently at our Club meetings is, "Does anyone have a screen dump program that works?". If you own a Commodore 1525 printer, you already know that the screen dump program listed in the manual does not work. So here are two short programs that I have used and do work on text and graphic screens. These programs will not work with a high res screen.

For those of you who are new to computers, a screen dump is simply a program that copies the screen character by character and dumps it to a printer. If you've written a program that displays information on the computer screen and you would like a printed copy of that information, simply include one of the screen dumps below as a subroutine.

```
9000 REM SCREEN DUMP
9010 OPEN3,3:OPEN4,4
9020 PRINT"[HOME]";:NC=40:NL=25
9030 FORJ=1TONL:FORK=1TONC
9040 GET#3,A$:IFASC(A$)<>13THEN
    PRINT#4,A$;
9050 NEXTK:PRINT#4:NEXTJ
9060 CLOSE3:CLOSE4
9070 RETURN
```

If during the screen dump to the printer, you press <RETURN> the dump will be aborted.

I also have used the dump below. Both seem to work equally well.

```
9000 REM SCREEN DUMP
9010 OPEN4,4,7
9015 FORN=1024TO2023:
9020 P=PEEK(N)
9025 IFP<320RP>95THENP=9+64:
    GOTO9035
9030 IFP>63ANDP<96THENP=P+32
9035 PRINT#4,CHR$(P);:NEXT:
    CLOSE4
```

Club 64
Bellflower, CA -- membership \$24

"Why Comal"? by Colin F. Thompson

Born from an educator's frustration with BASIC, COMAL is now emerging from a decade of European obscurity as the only serious alternative to BASIC. Why has COMAL caught on? What's the fuss?

As I see it the answer is psychological. Many of us bought a home computer just to see if the experience agreed with us. We wanted to know if the computer could be conquered. For most, the answer was an unqualified yes. We found that some of the aspects of home computing could be mastered and enjoyed. By using commercial software, we found the computer could lighten our workload, leaving us more hours in the day to enjoy ourselves. Others found the joy of telecomputing and now concentrate solely on Modem and BBS activities. Other areas of interest include game playing and education. Computer clubs thrive on this diversity of interest.

BUT WHY COMAL?

Programming is the one area of computing interest that I failed to mention. Wouldn't it be fun to make the computer follow YOUR instructions instead of the prepackaged instructions found in commercial or public domain software? The answer for many is a resounding YES. Since most of us come to the C-64 with absolutely no computing skills, we are expected to learn the programming language that comes with the computer: Commodore BASIC Version 2. This fundamental assumption can be the downfall to many who might like to learn a programming language, but find their first brush with BASIC to be a 'brush off'. BASIC is not easy to learn.

BASIC is ancient (by modern standards). It was first developed about 25 years ago to allow neophyte programmers to write programs without

having to know exactly how the computer worked. Before BASIC, programmers were hardware engineers and scientists. At that time, BASIC was a boon; a godsend. Times have changed and programming languages have changed also. BASIC's unstructured, freeform style is considered the absolute worst language to inflict on a novice programmer.

If it's so bad, why is it so popular?

INERTIA. No manufacturer of computers wants to rock the boat by including a "non-standard" language in their computer. As long as there have been Home computers, BASIC has been the only language built in. Most manufacturers actually beat their chests and exclaim loudly that their BASIC is better than the other guy's. (sigh)

Why do computer makers resist change while other technological industries quickly embrace the latest innovations? That's a tough one. Imagine the auto industry trying to sell you a car without steel belted radials. The old bias ply tire simply couldn't compete with the radial. Unfortunately, BASIC is the bias ply tire of the computer industry. It simply pales by comparison to COMAL, yet Commodore and the others still cling to it like a security blanket. That is a sad commentary on the attitudes displayed by the key people in our industry. They talk NEW but sell OLD.

Not every computer owner needs to know how to write programs. Those days are long gone. It's now your option to learn a language. That's the way it should be. If the idea of learning how to write programs attracts you, don't make the mistake of assuming that BASIC is the only language available. At this point in the evolution of programming languages, COMAL has the most to offer the beginner. Logically, the next step up in the chain of languages is PASCAL. A person skilled in COMAL will be able to step into PASCAL (and all of its rules and exclusions) with a minimum of effort.

THE BEAUTY OF SIMPLICITY

High level languages are characterized by the 'words' used by the programmer to instruct the computer. English-like words are sprinkled through BASIC and COMAL alike. Where COMAL shines is when you attempt to read the words and make sense of their meaning in the context of the program. This is Clarity. BASIC lacks clarity; COMAL's clarity is achieved in two ways: structured programming and descriptive keywords (commands). Without training, you can look at a COMAL listing and see immediately what the programmer has done and how he did it. Try that in BASIC. If you doubt this, check out a copy of the COMAL demo disk from the library and try it.

TAKE THE FIRST STEP

All the tools you need to begin your journey into COMAL are at hand. The language, books, newsletters, programs and user groups are at your disposal, but you must take the first step: LOAD"BOOTCOMAL",8 and say goodbye to BASIC.

ATTENTION AMATEUR RADIO OPERATORS

Remember the repeater demonstration given several months ago using the VIC-20 to control the repeater. Well, the program is going to be published by the ARRL in an upcoming edition of QEX.

John Sundstrom

HELPFUL HINT:

If, by the third try, it still doesn't work, read the manual!

If, after you've read the manual, it still doesn't work, try plugging it in.

The Tragedy of an On-Line Addiction
By Steve King

Comments of: MDC-RCC Commodore SIG

"Did you know that last month's (expletive) phone bill is over \$450?" my wife scolded me in her harshest, my-husband-the-child voice. "That's more than twice the monthly payment you make for that (expletive) computer!" she continued as she escalated to screaming.

"I confess! I confess!" I sobbed. "I'm just an on-line junkie--- I'm addicted to my modem! I guess I'll just have to join Modems Anonymous before I owe my soul to the phone company."

As a counselor for Modems Anonymous (MA), I hear numerous variations of the preceding story every day. That insidious disease, modem fever, is exacting a tragically large toll from the cream of our society's computer users. Modem-Mania is sweeping through the very foundations of our country and there seems to be no stopping it. This disease (yes, it is a social disease of almost epidemic proportions) is becoming such a calamity that soon there's even going to be a soap opera about on-line addictions named, "All My Modems".

If you don't already own one of those evil instruments called a Modem, take warning! Don't even think about buying one. Modem fever sets in very quietly; it sneaks up on you and then grabs you by the wallet, checkbook or, heaven forbid, credit cards.

Once you own a modem, you enter the insidious addictive trap by "dialing up" a friend who also has a modem. For some unexplained reason, typing messages to each other fascinates you. Even if it is 10% of the speed that you can speak the same words over a normal voice phone link. Of course, you make several attempts at hooking up before you finally figure out that at least one of you must be in the half-duplex mode; that discovery actually titillates you (sounds impossible but it's true).

Then your modem buddy (friend is to

good a term) sows another seed on the road to on-line addiction by giving you the name of a local bulletin board. Once you get a board phone number, you've taken the first fatal step in a journey that can only end in on-line addiction. After you take the next step by dialing up the board your "buddy" told you about, you find that it's very easy to log on. This weird form of conversation with an unattended computer is strangely exciting, much more so than just typing messages when you're on-line with your "buddy". The initial bulletins scroll by and inform you about the board, but you are too "up" to comprehend most of it. Then you read some of the messages in the message section and maybe, in a tentative manner, you enter one or two of your own. That's fun but the excitement soon begins to wear off; you are calming down. Thinking that it might be worthwhile to go back and re-read the log-on bulletins, you return to the main menu.

Then it happens. The board provides the bait that entices you all the way into the fiery hell of MA. As you look at the main menu to find out how to return to the log-on bulletins, you find an item called files. One of the files lists other bulletin boards throughout the country. You print the list and you get a lot of phone numbers. You begin by calling boards that are in the same town then you say, hey there's one only a few states away. Then you call another board, only this one's completely across the country. And so it goes on into the night... And the next night... And the next night... And the next... Some days it gets to you. You begin to feel the dirtiness of MA, particularly when your wife makes you feel like a child by berating you with those astronomical phone bills---if she hasn't divorced you by then. Every time you sit before your computer to do some work you dial up a board instead. If that ones busy, you call another and another, until you connect. Then you feel okay, almost "high". When you finally hang up you still can't work; you can only dial up another,

board.

hope exists for you however. We the dedicated but underpaid staff of MA, have done extensive research to find a cure for modem mania, which has been ruining hundreds of lives. And we have succeeded in our quest. The cure is really quite simple, yet effective: SET UP YOUR OWN REMOTE BULLETIN BOARD SERVICE! The all the other modem addicts will phone you, and their wives can nag at them about \$450 phone bills. And you can find peace -- atlast.

AND MORE -

It has come to light that many of you have the wrong idea about what the copy session is all about. The G.C.C. is not, has never been nor will ever be a pirate's club. Many people has the notion that they are going to come to the copy session to see if anyone has the latest commercial programs available. The G.C.C. is not in the business of trading or promoting the trading of commercial software. And we cannot condone or allow this to happen at a club function. The following rules for the copy session will be strictly adhered to:

1. You must be a paid member (to date) of the G.C.C. to be allowed in. no exceptions unless you pay your dues at the door.

2. Only public domain software will be allowed in the room. This copy session is to allow all club members to have a chance to get all the programs from the club library they desire. You are encouraged to bring your own creations and share them with all. BUT NO COMMERCIAL SOFTWARE.

If anyone does not follow these guidelines, the will not be allow to stay. We have many wonderful programs in our library for all to share. Many are quality programs and should prove to be useful and very enjoyable. The copy session is for all of you to have an opportunity to get these programs as economically as possible. Not to trade your lastest pirated programs.

We are not trying to put and end to pirating by no means. No one club can do that. But, if you must pirate, do it at home or at someone else's house. Not at a club function. We have too much at stake to allow a few inconsiderate people to screw it up for the rest of us. Pirating is illegal (whether or not money is exchanged) and it can destroy the existence of the G.C.C.

If you find the above too harsh or do not believe you can abide by them, then do not come to the copy session. Because we will enforce them. This is not a pirating session. Enough said! .

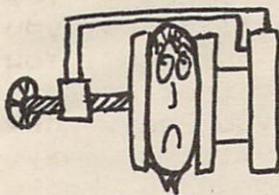
SPECIAL THANKS

A special thanks goes to Don Woodard for the fine job he did on designing the Club Logo. Thanks Don for a job well done.

COPY SESSION

Don't forget the upcoming copy session on January 19th. It is a good time to get all those educational programs you told your spouse the computer was for.

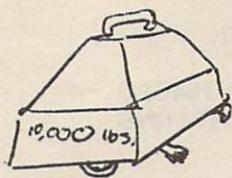
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"The Squeeze"



"Software House"

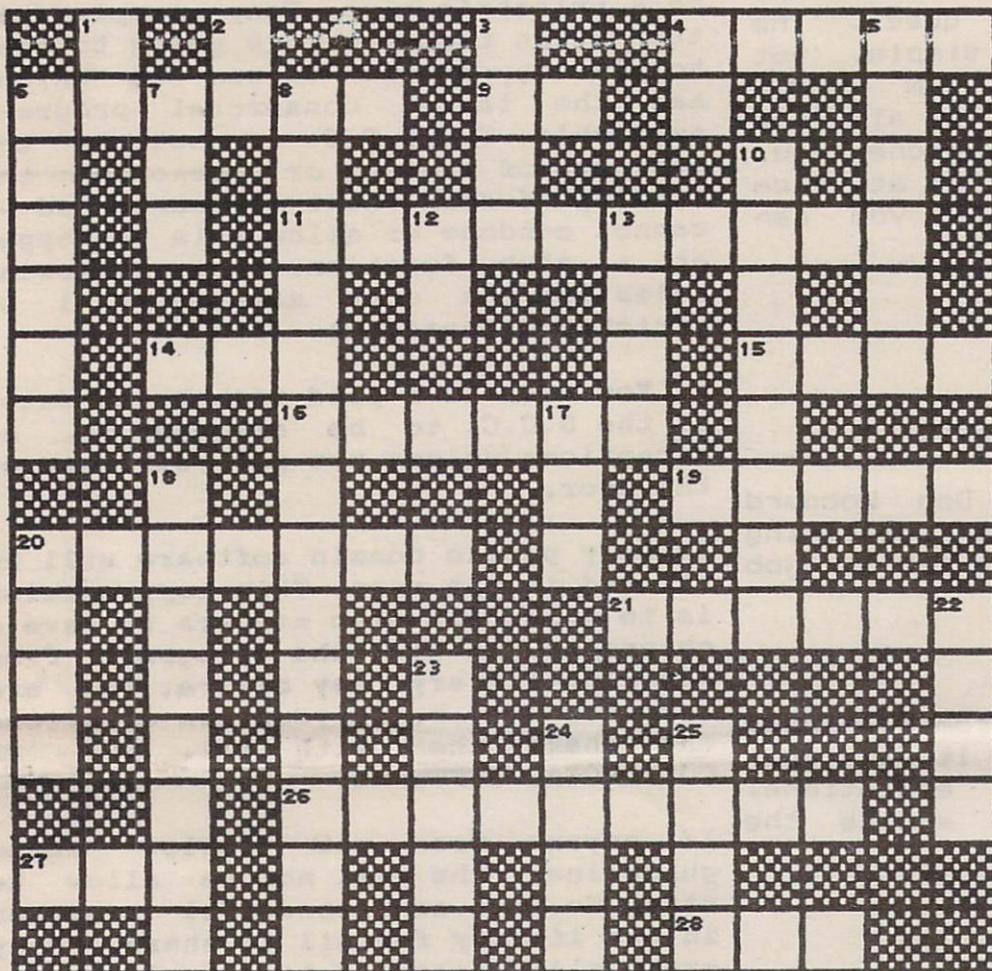


"Under pressure"

Timothy J. P. Jr.
J. M.

Puzzle furnished by John Morgan

COMPUTER



ACROSS CLUES

4. CIRCLE ON DISK
6. TEXT WINDOW UPWARD MOVEMENT
9. GOES WITH "THEN"
11. A PUZZLE IN WHICH WORDS FIT INTO A PATTERN OF NUMBERED SQUARES
14. RANDOM ACCESS MEMORY
15. INPUT OR OUTPUT CHANNEL
16. A QUESTION OR PROBLEM DESIGNED FOR TESTING INGENUITY
19. DETAILED GRAPHICS
20. A DEVICE USED TO MARK LETTERING ON PAPER
21. THE LAST NAME OF A NOTED FRENCH SCIENTIST
26. APPLE BASIC
27. SMALLEST AMOUNT OF INFORMATION A COMPUTER CAN HOLD
28. AN ACRONYM FOR DISK OPERATING SYSTEM

DOWN CLUES

1. AN ACRONYM FOR INTEGRATED CIRCUIT
2. IN/OUT TERM
3. EIGHT ---- TO A BYTE
4. IC MANUFACTURER IN TEXAS
5. BLINKS ON SCREEN
6. SEGMENT OF DISK TRACK
7. READ ONLY MEMORY
8. CREATOR OF CROSSWORD MAGIC
10. DRAWINGS AND ILLUSTRATIONS
12. POWER UP
13. HARD OR SOFT ----
17. LIGHT EMITTING DIODE
18. MEDIA FOR STORING SOFTWARE
20. PROGRAMMABLE READ ONLY MEMORY
22. RUNOUT BASIC PROGRAM
23. A RED FRUIT OR COMPUTER
24. WORDS, LETTERS AND NUMBERS
25. BRING INTO MEMORY

"Linking Files"

by William Sanders

from COMM'PUTOY CULT, San Diego, CA

membership \$20

One of the less creative uses of programming time is to write commonly used routines. For example, if you use a sort routine a good deal, every time you need the sort it would seem pretty time consuming to have to key it in anew. Instead of having to do that, whenever you need the sort, it would be a lot simpler to load it from disk into your programs. However as everybody knows, whenever you load a program into memory, it creams whatever basic program that's there. The reason for that has to do with the pointers to the beginning of BASIC. They are set at 2048, and so when you load the second file, it loads right on top of the first. What you may not have realized is that the pointers can be reset. Located at locations 43 and 44, by poking in different values, you can tell the second program to load above the program in memory.

One way to do that is the following:

POKE43, PEEK(45)-2:POKE44, PEEK(46)

The PEEKs look, at the end of the BASIC program and stuff it into the beginning pointers - (minus) 2. Once the second program is loaded you have to reset the pointers with:

POKE43,1:POKE44,8

That's nice, but it's sort of a pain in the neck, especially if you want to link several files. A couple of machine language programs would do the same thing and co-reside with the BASIC programs. In assembly language the first set of POKEs would be:

LDA	45
TAX	
DEX	
DEX	
TXA	
STA	43
LDA	46
STA	44
RTS	

The second part would be:

LDA	#1
STA	43
LDA	#8
STA	44
RTS	

Since a lot of people don't understand assembly language programming from Swahili, there's a basic program that does the same thing and provides two safe memory locations:

```
10 FOR X= 49152 TO 49164
20 READ A:POKE X,A:NEXT
30 DATA 165,45,170,202,202,138
35 DATA 133,43,165,46,133,44,96
40 REM *****
50 REM LINK
60 REM *****
70 FOR X= 49200 TO 49208
80 READ L : POKE X,L: NEXT
90 DATA 169,1,133,43,169,8,133,44,96
```

If at the beginning of your BASIC programming session, you run the above program, two little machine language programs will be stored at 49152 and 49200. When you want to append a file to the one in memory, just enter:

SYS 49152

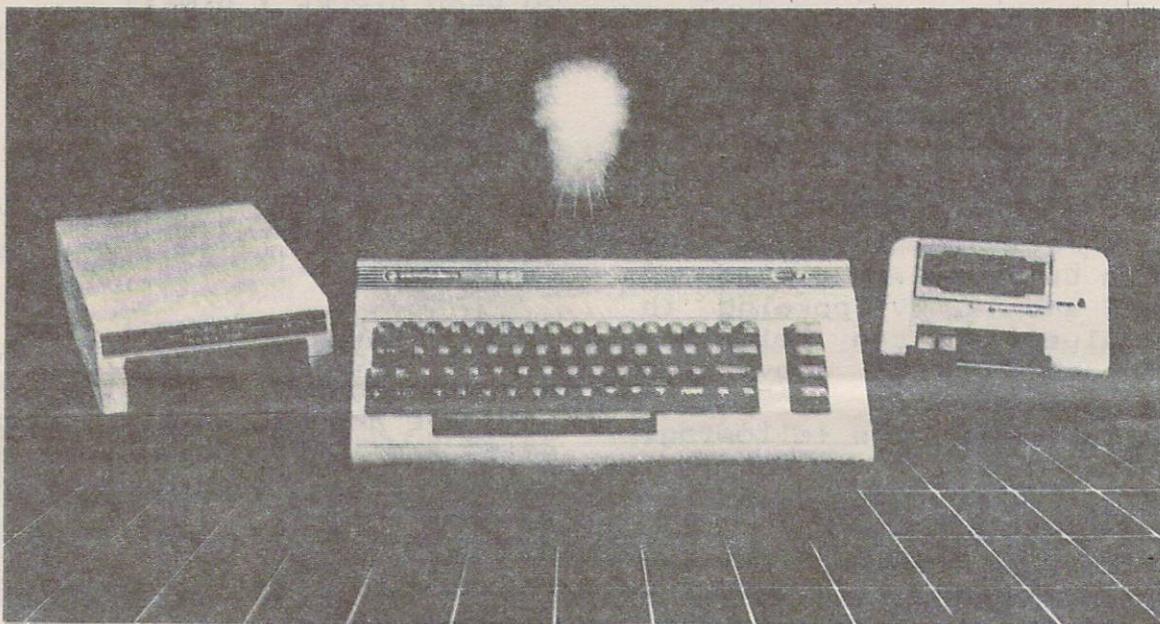
and to link them:

SYS49200

It's very simple and it will save you a lot of time. There's only one catch. The program lines of the file you are appending must be higher than the last line of your program in memory. For example, If your last line in memory is 120, the first line of the appended file must be at least 121. If you are as smart as you look you won't have any difficulty in arranging often used subroutines within blocks that are out of the way of most programs. Then by inserting a GOSUB, you can access the routine. This will save you a lot of time in re-inventing the wheel, and it will really impress your friends. (Show it to some uppity IBM owner, and tell them your C64 does it automatically)

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LOOKING

OVER THE SECRETARY'S DESK

ELECTION TIME-The word this month is V-O-T-E. That's right, it is time to elect your favorite candidate to office, or perhaps get elected yourself. Whatever you do, please don't forget your membership card when you come to the meeting. If you don't have one see me as soon as you arrive or call me at home and I will see that you get one. YOU CANNOT VOTE WITHOUT IT!!!

CHRISTMAS PARTY-I don't know about everyone else, but I managed to find a great selection of cookies, many thanks to the great cookie makers of the G.C.C.

FOR SALE-Don't forget anything (within the bounds of good taste) can be sold in our newsletter on a no charge basis. Please, this service is for our non-dealer members only, (dealers note: see Joel about our commercial rates).

BBS-Three cheers for Jim Wright and Vince, they have the G.C.C.B.B.S. up and running. Now if nobody spreads the word, maybe, just maybe, I'll be able to get on line with my new modem.

UPDATE-Don't forget if Santa brought you new computer goodies, please phone me and let me update you in the Data Base. I'm just about ready to publish the list of members, and everybody that gave the OK to publish their data will get a copy. If you've changed your mind, either way, CALL ME IMMEDIATELY.

DONE-I'm going to keep it short this month. I do want to thank all the board members for their past years support, it was real fun working with all of you. By the way, yours truly is running for secretary again, so if you liked these words of wit, VOTE FOR ME!!!!!!(the preceding was a non-paid political announcement-ed).

Rich Fisher, Sec'y

Personal to Rich.... Its not nice to use the EDITORS initials without asking. With this job there must be some special privileges! Which reminds me I am running for office this month. The job tends to grow on you after a while. (THE AUTHENTIC ED!!!)

FOR SALE:

Hes Modem I - \$25.00
Batteries Included
80 Column Card - \$80.00

Call Gary Vogel 235-1837 after 5:00

ANNOUNCEMENT

CANTON AREA COMMODORE USER GROUP
Canton Ill -- Membership \$20

We are interested in identifying talent from nearby users groups which are willing to be guest speakers at our meeting. Because of the novice level of our membership, we are primarily interested in topics suited to this level. Please contact Robert Smolich, c/o Spoon River College, RR1, Canton Ill 61520

NEWSLETTER EXCHANGE

We are looking for any Commodore clubs that are willing to exchange newsletters with us. We are trying to build a library of articles for our newsletter. If you know of any club that might be willing to exchange newsletters with us please contact Joel Minto at 744-1242.

SOFTWARE OR SYSTEMS

2503 LEBANON AVE. (SHILOH RD.) BELLEVILLE, IL 62221
235-9710

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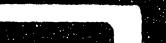
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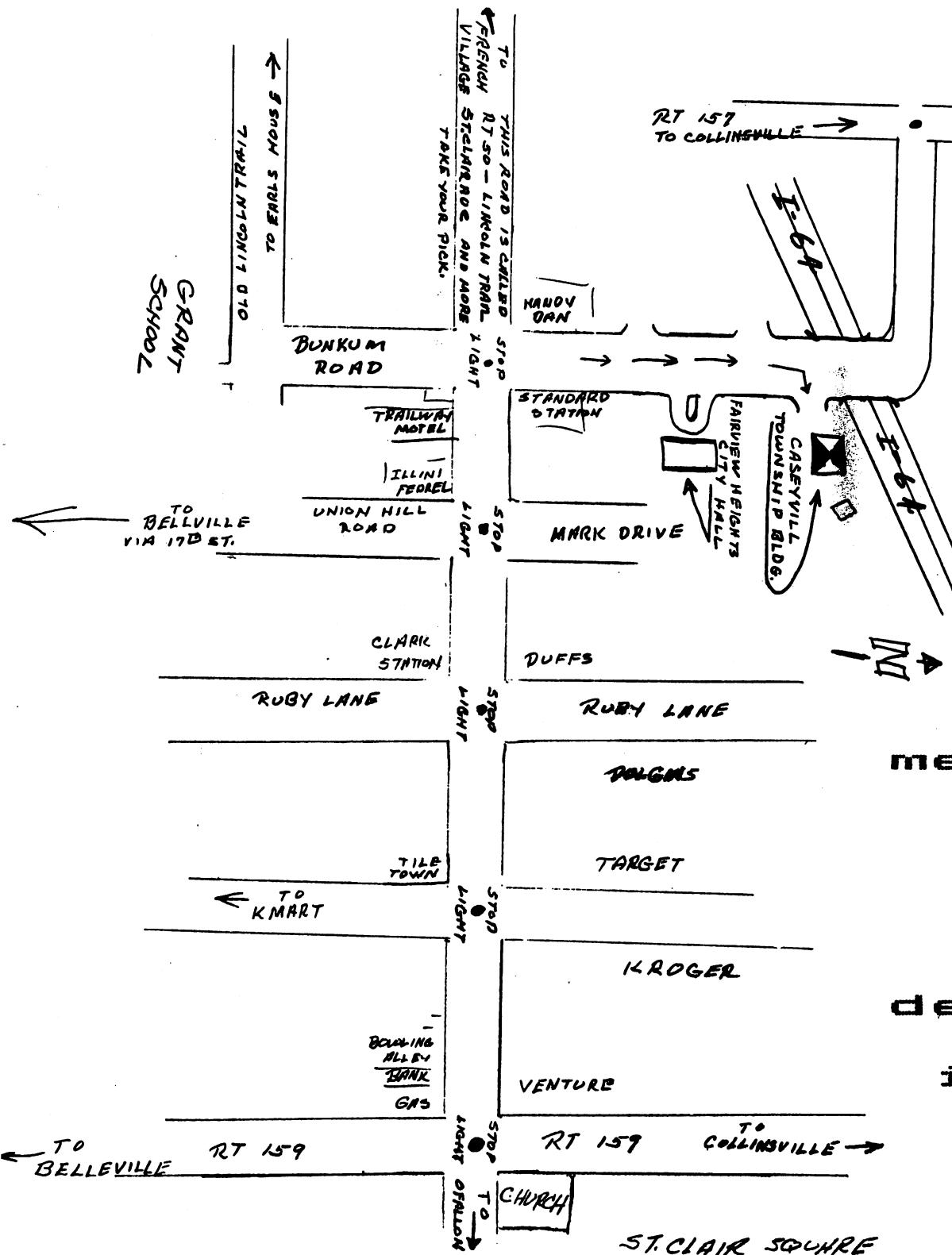


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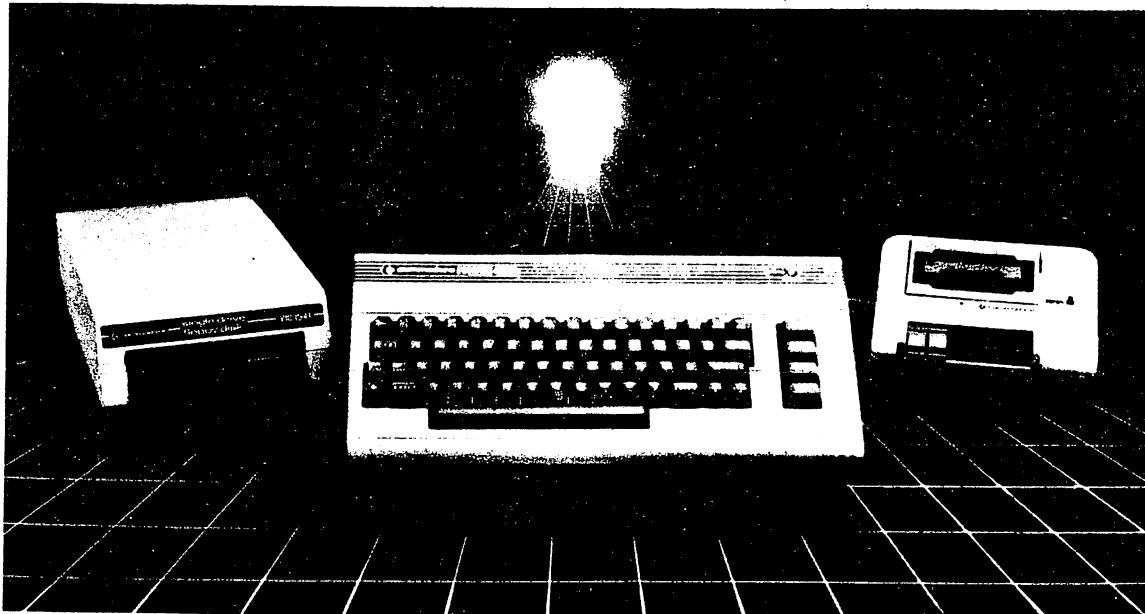
FEBRUARY 1985

VOLUME 2 NUMBER 2



COME IN AND SEE WHAT A
COMMODORE COMPUTER CAN DO FOR YOU.
HUNDREDS OF PROGRAMS ARE AVAILABLE.
ASK ABOUT OUR SYSTEM PACKAGE

C commodore
COMPUTER



K+'S

Kappel's Computer Store Inc.
125 E. Main, Belleville, IL 62220
(618) 277-2354

MON. - FRI 9 TO 7

SATURDAY 9 TO 5

WELCOME TO THE GATEWAY COMPUTER CLUB

Most newcomers have a great many questions about how the club functions. We hope that some of the following comments may help to answer some of your questions.

Our club was formed in the summer of 1983. Since then, it has grown to over 100 members. Meetings are held the third Wednesday of each month. Most of the meetings are formatted as follows: a general business meeting from 7:00 to 7:30; demonstrations, discussions, lecture, etc. from 7:30 to approx. 8:30; "open session" follows in which members can exchange ideas, answer questions, copy programs, or what ever. As a courtesy to the speaker and to the listeners, we request that all computers be turned off during the discussion period and talking be kept to a minimum.

You will soon find that our membership contains a full spectrum of computer literacy. We have some members that can barely turn on their machines and load a program, while others are advanced machine language programmers. Therefore, we try to gear the meetings to all levels so that there is something for everyone. Some parts may bore you. Some parts may be totally over your head.

If you are just beginning to learn about computers, you've come to the right place. Expect to be bewildered for awhile, but with time all of your computer confusion will begin to clear. Our meetings are the place to get your questions answered, no matter how simple or silly you think your question is. Each meeting usually has a time reserved for any and all questions. If you don't want to ask a question in front of the audience, corner a Board member during the Open Session. If we can't answer your

question we'll find someone who can. Who are the Board members? - Look in a Club Newsletter, we're listed there.

As a Club member, you will receive the monthly newsletter. Our newsletter is quite informative. Most of the articles are written by Club members, some, however, are written by members of other computer clubs. If you have the urge to write or a bit of computer knowledge to pass on, submit it to the Newsletter editor. We prefer to publish articles written by our own members.

Our Club also has an extensive library of programs on disks. Presently, we have over 150 disks with several programs per disk. Each month, a Disk Of the Month is offered at the meeting for \$3.00. The club librarian will copy any disk in the library for you for a fee of \$5.00. You can either call the librarian at home and he will bring the copy to the meeting or if he has time he may be able to copy the disk for you at the meeting. If you supply the librarian with one of your blank disks, he will copy a library disk for a fee of \$3.00. If you bring your own computer to the meeting, you can borrow any disk from the library and copy it free of charge. The club also purchases high quality blank disks in bulk. Thus you can purchase disks for \$2.00 each or 10 for \$15.00. Compare those prices to the cost of disks at most stores!

About six times per year the club sponsors a Saturday copy session. Bring your computer and membership card and spend the day copying as many library disks as you can. The cost is free! In the past members have brought friends and guests to the copy sessions. This will no longer be possible. To even enter the copy session, a valid club I.D. will be required. Of course exceptions will be made for the spouse or children of a

member. The copy sessions are a great way to build your software library for no more than the cost of a disk. If you're unsure as to how to copy disks, someone at the session will be able to help you.

As a club member, you can use the Club Bulletin Board which has been made available through the courtesy of Software Or Systems, a local computer store. The Bulletin Board requires that you have a modem, but it is a handy way of checking club news and exchanging messages with other club members. To reach our BBS, just phone 235-3555.

And if you get another member to join our Club you're entitled to a free Disk Of the Month or library disk of your choice.

A final reminder: All of these services are available to club members only. Thus if you attend a copy session, or want to borrow a club disk, or even purchase the Disk of the Month at a meeting, you MUST have a valid club I.D. card.

Many new members ask if the club library contains certain copyrighted programs. It does not, nor can it. It is quite illegal for any computer club to promote the duplication of copyrighted software. Therefore, the copying of copyrighted material at the meetings or at the copy sessions will not be tolerated. Anyone not following these guidelines will be asked to leave.

Remember this is your Club too. How good it is and what it has to offer depends on what members like you put into it. Get active, help out on some committee, contribute to the newsletter. You'll soon find out that you're getting out a lot more than you're putting in! DR. GARY VOGEL

THE G.C.C. GAZETTE

EDITOR: Joel Minto

THE GAZETTE is published monthly by the GATEWAY COMPUTER CLUB as a membership service. Please direct all submissions and advertising to 1451A Galaxy Scott AFB, IL, 62225. Camera ready advertising must be received by the tenth of each month to be included in the issue of the following month. Rates are as follows: full page-\$30.00, half page-\$15.00, Quarter page-\$7.50.

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THE CLUB

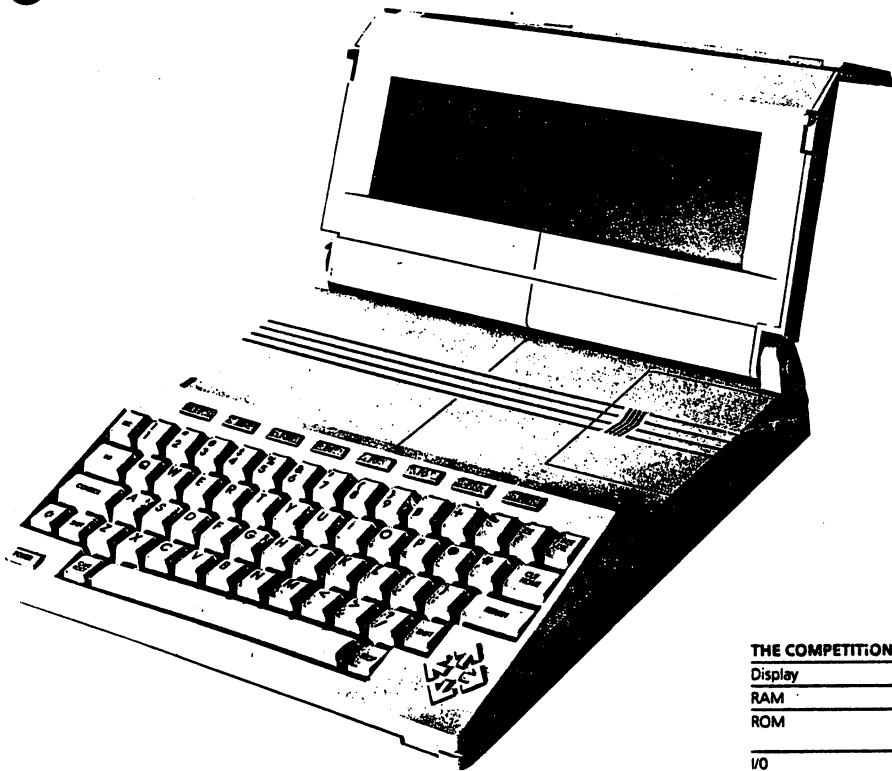
Membership fee is \$15.00. Members receive access to our programs, literature, BBS. and newsletter. Direct all membership applications and questions to Rich Fisher, P.O. BOX 207, Belleville Ill., 62222.

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COMMODORE

The new Commodore LCD personal computer is perfect for all portable applications. Offering performance, versatility, and convenience, the LCD was designed specifically to fit into your briefcase. Simply turn it on, anytime, anywhere, and gain access to an unparalleled array of built-in applications software which includes:



Quality Commodore Peripherals Our Newest Additions!

C1571 Disk Drive — Our newest design. With this 5 1/4" single floppy disk drive the user can store up to 350K of information on a single diskette. Includes its own built-in 6502 microprocessor, 2K RAM, 32K ROM, and transfer rates ranging from 300 cps (C64), to 41,360 cps (C128 and CP/M™† control). A must for all of those important productivity applications.

C1902 RGBI/Composite Color Monitor — A perfect addition to your Commodore system. Select from RGBI mode (80 characters x 25 rows, 2000 total characters, 5x7 matrix), or Composite mode (40 characters x 25 rows, 1000 total characters, 6x7 matrix) to determine display characteristics. The C1902 features a 13 inch screen and such easy-to-use controls as brightness, horizontal position, tint, contrast, volume, mode selector, and more. Provides better resolution than most TV's.

MPS 802 Printer — Print out all of your important documents on this correspondence quality, 8x8 dot matrix printer from Commodore. The MPS 802 is bi-directional, and includes such items as upper and lower case letters, all PET graphic characters, numerals and symbols, tractor feed, 60 character per second speed, 80 column width, true descenders, and more. A great way to complete your powerful Commodore computer system.

Commodore Mouse — A mouse is one of the simplest input devices on the market today! By moving it around on the table you can control the direction of the cursor on your screen. Select menu options without having to type in commands. Create pictures on your screen as if you were using a pencil. It even gives you the option of moving words or pictures around on the screen.

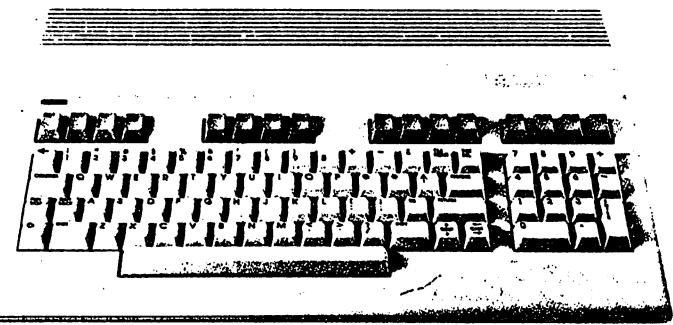
- **Word Processing** — Type or edit documents while away from the office.
- **File Manager** — Create, store, and recall files.
- **Spreadsheet** — Enter, process and analyze financial data.
- **Address Book** — Store and update addresses of business accounts.
- **Scheduler** — Keep track of appointments scheduled for the day.
- **Calculator** — Manipulate data while you work.
- **Memo Pad** — Jot down notes and memos for future reference, without affecting the program you are working on.
- **Communications Software** — Use with the built-in 300 baud modem to send and receive information whenever you want, wherever you are.

To support the built-in software, Commodore has designed the LCD with enough power to satisfy virtually any computing need you may have while away from the office, home or classroom. Major hardware features include:

- Built-in 300 Baud Modem for Instant Telecommunications
- Built-in 65C102 Microprocessor
- 32K CMOS Random Access Memory (RAM)
- 96K CMOS Read Only Memory (ROM)
- Compatibility With All Commodore 64 Serial Peripherals
- Powerful BASIC 3.6 Language
- 80 Column, 16 Line, Liquid Crystal Display Screen (480 x 128 Pixels in Graphics Mode)
- Runs On Batteries Or External Power (Automatic Power Down Saves Battery Life)

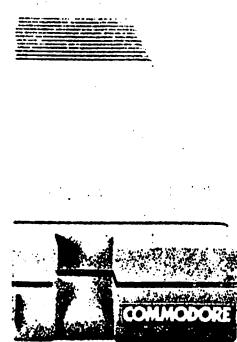
THE COMPETITION	Commodore LCD	Radio Shack 100	EPSON PX-8	NEC PC8401A
Display	80x16	40x8	80x8	80x16
RAM	32K	8K (24K)	64K	64K
ROM	96K	32K	64K (32K at a time)	96K
I/O	RS232 Centronics Modem Barcode CBM Serial Mem. Exp.	RS232 Centronics Modem Barcode Cassette Mem. Exp.	RS232 Serial A/D Conv Barcode Cassette (int) Mem. Exp.	RS232 Centronics Modem
CPU	65C102	80C85	CMOS Z80	CMOS Z80
Software	Word Processing Spreadsheet File Manager Terminal (VT52) Calculator BASIC Notepad Monitor	Text Editor Addr/Sched. Telecom	Wordstar PortCALC	Wordstar CALC2GO Filer Telecom
			CP/M BASIC	CP/M

All Specifications are subject to change without notice



The Commodore 128 Personal Computer is one of the most comprehensive computers on the market today. Its standard 128K of memory is expandable to an incredible 512K*. That's enough power to satisfy any computing need you may encounter!

The Commodore 128 Personal Computer operates on any one of three operating modes—C64, C128, and CP/M™†. By selecting a particular mode the user can then optimize various computing needs. Full page 80 column color display gives you the room you need to accomplish all of your serious wordprocessing and spreadsheet needs. Enter a few simple commands and you can gain access to such versatility as:



COMMODORE 128 MODE

- C128 Mode—Features Commodore's most powerful version of BASIC . . . BASIC 7.0. Combined with the standard 128K of RAM, which is expandable to 512K*, BASIC 7.0 allows you to explore and utilize over 140 commands, statements, and functions.
- 128K Random Access Memory (RAM)
- Expandable Memory to 512K*
- 48K Read Only Memory (ROM)
- BASIC 7.0
- 8502 (6502 Compatible) Microprocessor
- 1 or 2 MHz Clock Speed
- Video Output:
 - Digital RGBI Output
 - Chroma/Luma
 - Standard NTSC Composite Video
 - Audio Output
 - RF/TV Output
- 40 Columns x 25 Lines (320 x 200 Pixels)
- 80 Columns x 25 Lines (640 x 200 Pixels)
- 16 Colors
- Fast Serial Transfer Rate

COMMODORE 64 MODE

- C64 Mode—Gives you compatibility with all Commodore 64 hardware and software. Like getting two computers for the price of one.
- 64K Random Access Memory (RAM)
- 16K Read Only Memory (ROM)
- BASIC 2.0
- 6510A Microprocessor
- 1.02 MHz Clock Speed
- Video Output:
 - Chroma/Luma
 - Standard NTSC Composite Video
- Audio Output
- 40 Columns x 25 lines (320 x 200 Pixels)
- 16 Colors
- 8 Sprites
- 100% Compatible With C64 Software

CP/M™† MODE

- CP/M™† Mode—Allows you to run any of the wide variety of software programs that are designed for use with the Digital Research CP/M 3.0™ Operating System.
- CP/M™† Plus Operating System Version 3.0
- 128K Random Access Memory (RAM)
- Expandable Memory to 512K*
- Z80A Microprocessor
- 4 MHz Clock Speed
- Disk Based Operating System
- Video Output:
 - Digital RGBI Output
 - Chroma/Luma Output
 - Standard NTSC Composite Video Output
 - RF/TV
- Audio Output
- 40 Columns x 25 Lines (320 x 200 Pixels)
- 80 Columns x 25 Lines (640 x 200 Pixels)
- 16 Colors
- Fast Serial Transfer Rate
- CP/M™† Format Compatible Fast Disk Drive Option

Other Members Of Our Ever-Popular Line

C1541 Single Disk Drive — Increase the amount of software you can use. With a Commodore 1541 single disk drive you can run any compatible program that is offered on a 5 1/4" floppy diskette. Store up to 170K of data for future use. Includes 2K RAM, 16K ROM, and a built-in 6502 microprocessor. A great way to get started in computing.

C1702 Color Monitor — Enhance your computing experience with the Commodore 1702 Color Monitor. Designed to take full advantage of the video capabilities of your Commodore 64, it's much more convenient than a color television set. Features include a 13 inch screen, composite video and audio, simple adjustment controls, 40 column x 25 line display and full color capability. A convenient addition to any system.

MPS 803 Printer — Improve your already versatile Commodore system with this graphics quality 6x7 dot matrix printer. Like the MPS 802 it is bi-directional, and features all alphabetic, numeric, and PET graphic characters, 60 characters per second speed, 80 column width and more. There's also an optional tractor feed if you desire. If you're looking for an inexpensive graphics quality printer to complete your system, the MPS 803 is for you.

And because the Commodore 128 Personal Computer is able to run software already available for the Commodore 64 and CP/M 3.0™ system, you have over 6,000 software programs to choose from—available right now. No other personal computer has ever been introduced with such a tremendous selection of ready-to-run software packages.

*Using External RAM DISK OPTION

†CP/M™ — Registered trademark of Digital Research, Inc.

MODEMS

AN ELECTRONIC GATE TO
THE REST OF THE WORLD

Just what is a MODEM? It stands for modulator/demodulator and its job is to translate computer code into audio signals that can be transmitted over telephone lines. Modems are the heart of telecommunications. They are what allow one computer to talk to another computer.

When I purchased my modem I thought I was fairly knowledgeable about computer vocabulary and terminology. I soon found, however, that modems came with a new set of terms that were somewhat difficult to understand. The documentation talked about duplex, baud rate, parity, etc. but left me bewildered as to what these terms really meant. Worse yet, when I loaded the software to run the modem, I was expected to make decisions about these strange terms and what settings I wanted. So I hit the books and this is what I found.

BAUD RATE refers to the rate of transmission of data over the phone lines. Most home computer modems have a baud rate of 300, some have an optional 1200 baud setting. Yes, a 1200 baud modem is 4x faster, but it will probably cost 4x as much! Most home computerist stick with a 300 baud modem, but, if you are planning on using the modem for business purposes, consider the faster 1200 baud modems. Remember this also. Baud rate is measured in bits per second. Each character (letter, number, space, etc.) that you send requires 10 bits. Therefore, a 300 baud modem actually transfers 30 characters per second.

DUPLEX is a bit more complex. Duplex is what permits two computers to talk to each other at the same time without mixing up the incoming and outgoing signals. To accomplish this, the modem sends data in one frequency and receives information on a different frequency. FULL DUPLEX is similar to talking to a friend on the telephone. Both can talk at the same time and the signals are kept separate. In full

duplex what you type is displayed on your monitor screen and also on the receiving screen. This occurs by a rather circuitous route. What you type is first displayed on the other computer and then sent back to your computer and displayed. Needless to say this happens rather quickly. HALF DUPLEX is similar to CB transmission. Half duplex is also known as local echo. You can send and receive information but not at the same time. If your terminal is set for half duplex, the character you typed does not make the round trip. The character is printed directly to the screen and then sent to the other computer. If the duplex is incorrectly set, you will get ddoouubbllee lleettteerrss printed to your screen. Obviously, it is better to have a modem with both full and half duplex capabilities.

The modem must somehow be connected to the telephone system. An ACCOUSTIC COUPLED modem has two rubber cups that fits over the handset of the telephone. Unfortunately, these are more prone to data transmission errors from room noise leaking into the handset. DIRECT CONNECT modems are preferred since these plug directly into the phone jack. This system greatly increases the reliability of data transmission. With a direct connect modem you don't even need a telephone, just the phone jack. However, make sure you can plug your telephone into the modem. This way you can still use the phone without unplugging the modem.

AUTODIAL/AUTOANSWER may add a few dollars to the cost of the modem, but I wouldn't buy one without them. Autodial means that you can dial the phone directly from the computer keyboard. Without autodial, you must dial the number from the telephone and then plug in the modem when the connection is made. AUTOREDIAL is also nice. If you get a busy signal, the modem will keep redialing until it gets an answer. AUTOANSWER is also convenient. With Autoanswer, you can set your computer to send and receive information while you are asleep or away.

--cont. next page--

--modems cont.--

Another term that I found confusing was PARITY. First a bit of background. A modem will allow data transmission between different brands of computers as long as both use ASCII code. In fact if your friend has an Apple, he could transfer one of his programs to your C-64. Unfortunately, the program still won't run on the '64 but the information can still be exchanged. What the modem actually does is to convert the Apple Basic code into ASCII code, transfers it to the C-64 modem which then translates the ASCII code back into Commodore or Pet Basic. So what the heck is PARITY? ASCII code is an 8 bit code. One of the bits is reserved for parity. Parity provides an internal check to insure that the information is exchanged accurately and that nothing is lost during transmission.

DOWNLOADING merely refers to getting a program or file information from the other computer or Bulletin Board that you called and downloading it into your computer. UPLOADING is just the opposite. You send a file of information into the other computer's memory.

The BUFFER is that part of the computer memory that has been reserved for downloading and uploading. When you download a program from Compuserve, for example, your buffer will fill. Once the download is complete, you can save the contents of the buffer to the disk drive or dump the contents to the printer or both.

Most modems come with their own software to turn your computer into a terminal. However, you may find that the software is not entirely adequate for all of your purposes. You may want to purchase additional programs such as Vidtex, Smart Term 64, or VIP Terminal to help run the modem. My suggestion would be to purchase the modem first, use the software that comes with it, and then decide if you need something better.

Speaking of purchase, I think you'll find good modems to be less expensive than you think. I purchased a Westridge modem and would highly

recommend it. In fact I found the software that came with it to be quite adequate, giving me all of the options that I discussed above plus a few more. The cost - about \$80.00.

Well that's enough for this month! I think you'll enjoy Part II. I'll explore what to do with your modem, how to access Compuserve and The Source and what to do once you get there. I'll also discuss local bulletin boards and what they cost and have to offer. In Part III - how to access the Federal Reserve Bank and transfer funds to your Swiss bank account. You know, lately I have been getting this funny clicking noise on my phone.....

*** Dr. Gary Vogel ***
*** 235-1837 ***

NEW MEMBERS-

All of us at the Gateway Computer club would like to welcome to the fold the following new members:

Bricker, Ruth Ann
Cardella, Ollie
Daab, John
Dabbs, Vincent R.
Dittoe, Hugh V.
Farley, Mark
Feltman, Mark
Green, Tom
Hillyard, Joel A.
Lang, Tom
Milligan, William
Przygoda, Bruce
Urscheler, Jim
Wagner, Kent
Welker, Tom
Wilderman, Arthur

Dues Due-

If you find your name on the following list - this will be your last copy of the newsletter unless you pay your dues by Feb 28:

Herod, Henderson B.
Irish, Kathryn
Nochta, Kenneth L.
Pollock, Ira E.
Swenson, Ron
Tade, Steve

Trigonometric Functions

Commodore BASIC has some trigonometric functions implemented, but not all. You may wish to enter these as a function library, to be merged with programs you write which make intensive use of mathematical functions. Here is a handy list to generate whatever math functions may be required:

Secant
 $\sec(x) = 1/\cos(x)$

Cosecant
 $\csc(x) = 1/\sin(x)$

Cotangent
 $\cot(x) = 1/\tan(x)$

Inverse Sine
 $\arcsin(x) = \operatorname{atn}(x/\sqrt{-x^2+1})$

Inverse Cosine
 $\arccos(x) = -\operatorname{atn}(x/\sqrt{-x^2+1}) + (\pi)/2$

Inverse Secant
 $\operatorname{arcsec}(x) = \operatorname{atn}(x/\sqrt{x^2-1})$

Inverse Cosecant
 $\operatorname{arccsc}(x) = \operatorname{atn}(x/\sqrt{x^2-1}) + (\operatorname{sgn}(x)-1)(\pi)/2$

Inverse Contangent
 $\operatorname{arccot}(x) = \operatorname{atn}(x) + (\pi)/2$

Hyperbolic Sine
 $\sinh(x) = (\exp(x) - \exp(-x))/2$

Hyperbolic Cosine
 $\cosh(x) = (\exp(x) + \exp(-x))/2$

Hyperbolic Tangent
 $\tanh(x) = \exp(-x)/(\exp(x) + \exp(-x))^2 + 1$

Hyperbolic Secant
 $\operatorname{sech}(x) = 2/(\exp(x) + \exp(-x))$

Hyperbolic Cosecant
 $\operatorname{csch}(x) = 2/(\exp(x) - \exp(-x))$

Hyperbolic Cotangent
 $\operatorname{coth}(x) = \exp(-x)/(\exp(x) - \exp(-x))^2 + 1$

Inverse Hyperbolic Sine
 $\operatorname{arcsinh}(x) = \log(x + \sqrt{x^2 + 1})$

Inverse Hyperbolic Cosine
 $\operatorname{arccosh}(x) = \log(x + \sqrt{x^2 - 1})$

Inverse Hyperbolic Tangent
 $\operatorname{arctanh}(x) = \log((1+x)/(1-x))/2$

Inverse Hyperbolic Secant
 $\operatorname{arcsech}(x) = \log((\sqrt{-x^2+1}+1)/x)$

Inverse Hyperbolic Cosecant
 $\operatorname{arccsch}(x) = \log((\operatorname{sgn}(x))\sqrt{x^2+1}/x)$

Inverse Hyperbolic Cotangent
 $\operatorname{arccoth}(x) = \log((x+1)/(x-1))/2$

Speedscript Commands

Collected from various sources

Speedscript is an extremely affordable (it's public domain!) and powerful word processor. It is available from our Program Library on TPUG (C)T6. The following is a quick reference to all of the Speedscript commands.

ctrl-a	change case of letter
ctrl-b	change background color
ctrl-d	erase to left (clears buffer)
ctrl-e	erase to right (clears buffer)
sft-ctrl-e	erase to right (keeps buffer)
ctrl-h	hunt for string (words, etc.)
sft-ctrl-h	cancel hunt
ctrl-i	toggle on/off insert mode
ctrl-k	clear buffer
ctrl-l	change lettering color
ctrl-p	print (assumes 1525 printer)
sft-ctrl-p	change device / secondary add.
ctrl-r	recall buffer to cursor left
ctrl-v	verify text file
ctrl-x	transpose character to right
ctrl-z	end of document
ctrl-4	disk directory (<space> toggle)
ctrl-=	display free memory
ctrl-↑	send dos commands
ctrl-\	enter print format setup
f1	next word
f2	previous word
f3	next sentence
f4	previous sentence
f5	next paragraph
f6	previous paragraph
f7	load text at cursor position
f8	save text
crsr-up	previous sentence
crsr-dn	next sentence
home	top of screen
clr	erase entire document
run/stop	space 5 spaces right
ins	insert space left of cursor
del	delete character left of cursor
←	backspace
ctrl-←	delete character

the default values are:

left margin: 5

right margin: 75

bottom: 58

Data Processing Positions

This job description listing has recently appeared (with some variations) in many DP departments. What's frightening is that many of these descriptions somehow remind me of projects I have worked on ...

DATA PROCESSING MANAGER:
Leaps tall buildings in a single bound,
Is more powerful than a locomotive,
Is faster than a speeding bullet,
Walks on water,
Gives policy to God.

ASSISTANT DP MANAGER:
Leaps short buildings in a single bound,
Is more powerful than a switch engine,
Is just as fast as a speeding bullet,
Walks on water if the sea is calm,
Talks with God.

SYSTEMS ANALYST:
Leaps short buildings with a running start and favorable winds,
Is almost as powerful as a switch engine,
Is faster than a speeding BB,
Walks on water in an indoor swimming pool,
Talks with God if special request is approved.

SYSTEMS PROGRAMMER:
Barely clears a quonset hut,
Loses tug of war with a locomotive,
Can fire a speeding bullet,
Swims well,
Is occasionally addressed by God.

SENIOR PROGRAMMER:
Makes high marks on the wall when trying to leap buildings,
Is run over by locomotives,
Can sometimes handle a gun without hurting himself,
Dog paddles,
Talks to animals.

PROJECT COORDINATOR:
Runs into buildings,
Recognizes locomotive two out of three times,
Is not issued ammunition,
Can stay afloat with a life jacket,
Talks to walls.

MAINTENANCE PROGRAMMER:
Falls over doorstep when trying to enter building,
Says, "Look at the Choo Choo,"
Wets himself with a water pistol,
Plays in mud puddles,
Mumbles to himself.

APPLICATIONS PROGRAMMER:
Lifts buildings and walks under them,
Kicks locomotives off the tracks,
Catches speeding bullets in teeth and eats them,
Freezes water with a single glance,
He IS God.

C64 Listing Freezer

from TPUG (C)T5

This program simplifies the examination of program listings and list-me files. It places a small machine language insert into your Commodore 64 which allows the use of the <shift> key to pause a listing. To hold a listing in place, use the <shift lock> key.

This program is from the TPUG (C)T5 disk which is available from the Program Library. You can order this disk from our librarian, Don Gaikins, most evenings after six at (314) 968-1094.

```
10 gosub 90
20 l=232: h=peek(56)-1: q=peek(775):
    if q<167 then 80
30 poke 55,l: poke 51,l: poke 56,h:
    poke 52,h: poke 774,l: poke 775,h
40 for x=l+h*256 to x+21: read d: poke x,d:
    next
50 poke x,q
60 data 72, 152, 72, 32, 159, 255, 169, 1,
    44, 141, 2, 208, 246
70 data 169, 0, 133, 198, 104, 168, 104,
    76, 26
80 new
90 poke 53281,0: poke 53280,2: print"<wht>""
100 print "this short routine allows you to
    pause"
110 print "or freeze a listing of the
    program on"
120 print "the screen."
130 print: print: print: print "to use list
    freezer, list any basic"
140 print "program and hold down the shift
    key."
150 print "the listing will pause. to
    freeze it"
160 print "entirely while freeing your
    hands,""
170 print "press shift lock. you can
    restart the"
180 print "listing at any time by releasing
    shift"
190 print "or shift lock"
200 print "press any key to execute"
210 get a$: if a$="" then 210
220 return
```

IMPROVING YOUR
DISK
DIRECTORIES

In this months column, I would like to give you a few hints on disk directories that I have found useful. As quick as computers are, it sometimes seems to take forever to type LOAD"PROGRAM NAME",8 in order to load your program. I'm sure that many of you store several programs per disk. So here are a few short cuts.

Let's use this sample directory for reference:

50 COPY ALL	PRG
15 FAST COPY	PRG
75 FROGGER	PRG
18 BASIC AID	PRG
35 BAM VIEWER	PRG

Since the program 'Copy All' is the first program on the disk. it can be loaded by typing LOAD"*,8 (include a ,1 if the program is in machine language.)

But what about the other programs? You can load them by using the '*' also. For example LOAD"B*",8 will load the program BASIC AID. The '*' tells the disk drive to match only the B in the name. If you have two programs that begin with B, then the first one on the list will be loaded. To load BAM VIEWER you must at least type LOAD"BAM*",8. This will make it unique from any other program listed. I have taken this short cut one step further. I place a number in front of each program name. The above directory would then look like this:

50 1COPY ALL	PRG
17 2FAST COPY	PRG
75 3FROGGER	PRG
etc.	

Now if I want to load 'FROGGER', I simply type LOAD"3*",8. It may not seem like much but it does save some time.

Another hint: Type LOAD"3*",8: and press <shift> and <run/stop> and the program will load and run without

typing 'RUN' and pressing <return>.

Now I can hear all you 'beginners' saying "That's Great! but all my programs already have names." Fortunately, changing a program's name is not difficult. You could load the program and save it under the new name, but this is the computer age! So instead try this: Put the disk in the drive. Then use these commands:

OPEN 15,8,15 <Return>
PRINT#15,"R0:newname=oldname"
In the case of our example:
PRINT#15,"R0:1COPY ALL=COPY ALL"

This last hint is obvious, but if you're just beginning you may not of thought of doing this. For each disk that contains multiple programs, load the directory (LOAD"\$",8) and then print a copy of the directory (OPEN1,4:CMD1:LIST). Tape this copy to the disk jacket. This way it is quite easy to know what each disk contains. If you use my suggestion above about numbering each program, loading also becomes less time consuming.

--GARY VOGEL--
235-1837

** TREASURER'S REPORT **
by
Dr. Gary Vogel

Financially the club is starting the year in a good position. The balance as of Jan 28, 1985 was \$1606.15. Although I will not print all the small club expenditures on a month to month basis, I will keep you informed of any major purchases we make.

Our major sources of income include membership, Disk of the Month sales, blank disk sales, and library disk sales. Some income is also generated by advertisements in the Newsletter. Help support the club in these areas. Try to bring in new members or new advertisers.

Looking— over the secretary's desk

MEETING PLACE—We found one! It's called the Caseyville Township Building and before you panic over the name, it is NOT in Caseville—it's in Fairview Heights.

DIRECTIONS—From Hwy 159 & 50—take 50 East to Bunkum Rd. (there is a stoplight there), Turn Right. You will pass the old TB Sanitarium, now Fairview Police Dept, then a football/baseball field, then on the right is our new meeting hall. Do not cross Hwy 64, or you have passed it! See you there Feb 20, 7 P.M.

FREE DISKS—Our response to the free disks has been so overwhelming, we are going to have to put a slight restriction on them. Starting with the Feb. meeting only ONE free disk per person per month. Now all of the previous rules still apply—you can receive a free disk for paying your dues on time (the last day of the due month), joining the club, or sponsoring a new member (in which case he gets one and you get one).

DUES-DUE—If you look at the last line of your mailing label, you will find your dues due date. For the Years dues, you should receive 12 issues of the newsletter, if you fail to pay your dues on time, your name is removed from the mailing list. From now on the list will be updated the last day of each month—if you cannot make the meetings, just mail it to the return address on your newsletter.

TAXES-The topic for this meeting is INCOME TAX programs and we have a guest speaker scheduled. As a courtesy to our guest, there will be NO computers allowed to operate until after the lecture and demonstration. In fact since very few people bring computers to the meetings this month we are going to take a vote on whether they should be allowed at all. We were trying to encourage bringing them in order to allow the library to be copied. It is interesting to note, no library disks ever get checked out at the meetings. If you wrote a program, and want to share it with friends, make a few copies at home, and just trade disks at the meeting. Well, how about it, it is your club, let us know how you feel.

BIG JOHN will also entertain questions at the Feb. meeting. If you are a beginner, or a frustrated programmer, bring a question for John....if you are having trouble with a program you have written, print a listing and bring it along. John has helped me more than once, and if I can be helped, there's hope for you, too.

TOPICS—We need ideas for future meeting subjects. What would you like discussed at meetings? Who would you like to hear? If you have any ideas, or know a guest speaker that you could get, please let us know. IT'S YOUR CLUB—take an active part in it.

BYE—Well, it's late and the movie is looking better than the monitor. Hope to see all of you at the meeting.

Rich Fisher, Sec'y

Finding That Disk by Bob Neale

Have a problem thumbing through your disks to find the right one? Especially when the container gets a little full and there isn't much room to separate them far enough to look down between the disk? Try this:

Go to an office supply store and pick up some gummed index tabs in strips. These can be cut to whatever size you desire and placed on the top of a disk. You can place them to the right or left, but don't put one where it will interfere with the 1541 door closing.

On this tab can be written any identification that space allows and it really makes it easier to select out of the container!

After doing this, I found two other advantages: 1) I can instantly tell what disk is in the machine because the tab sticks out. 2) If a disk doesn't want to pop out, I now have a handle!

One problem: you may find that the gum doesn't want to stick to the disk. Solution: lick it, stick it, and then put a piece of tape over it to give it support.

New Library Catalog

by Tom Metzger

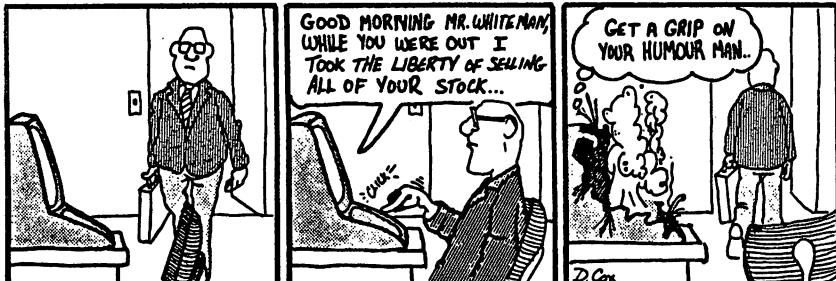
The new library catalog disk was available for free exchange at the January meeting. You can get an updated catalog by simply turning in a copy of the OLD GCC LIBRARY DISK (Sept '84 disk-of-the-month). Sorry, only old library disks will be exchanged. The new library catalog disk directory looks like this:

```
0 "gcc library 1/85" 14 2a
18 "file reader"      prg
6  "instructions"    seq
72 "comm educat pt1"  seq
35 "comm educat pt2"  seq
49 "ocug library"    seq
47 "tpug a-e"         seq
67 "tpug g-s"         seq
87 "tpug t-z+numbers" seq
34 "miscellaneous"   seq
71 "gcc dom listings" seq
178 blocks free.
```

Note that the revision date shows in the header, so you can now tell which issue you have. We have also included a new reader program which allows you to pause, to stop and to switch the output between screen and printer. In addition, the files are now descriptive of the disks they include. Please take two minutes to read the "instructions" file. It tells how disks are identified, and can save you a lot of time when requesting disks from the library. Rich Fisher had a great idea for another improvement: Future editions will have numbers in front of the file names, such as:

```
72 "1comm educat pt1" seq
```

This will allow you to read the files by simply typing in 'load "1*",8', instead of needing to remember the file names. This will be incorporated in the March, '85 revision.



Keeping Tabs

on your Disks
by Tom Metzger

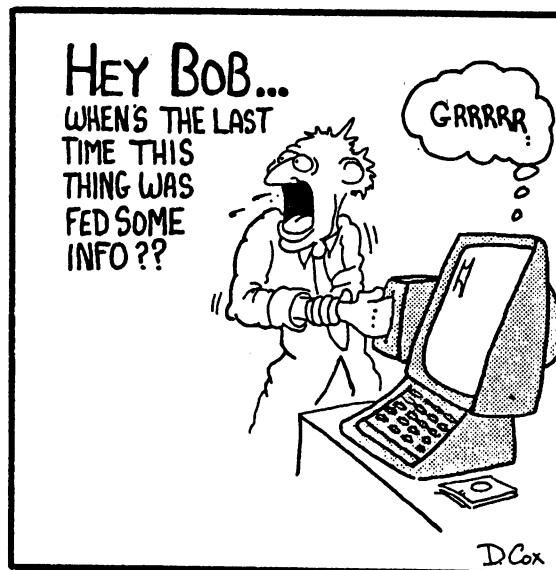
That is no typo in the title; I am referring to the write-protect tabs that should be on all of your disks. Have your write-protect tabs ever interfered with getting disks into or out of your disk drive? Do they peel back and stick to each other and the disk sleeves? Is that your problem, Bunkie? I had the same problems, until I stopped wrapping the tabs around the write-enable slot. Now I put the tab only on the front side of the disk. The long side of the tab goes along the edge of the disk, 'but not quite out to the edge.'

I accidentally discovered another trick while trying to load a disk directory. Instead of typing 'load "\$",8', I typed 'load "\$\$",8'. Try it.

The Library File

by Tom Metzger

The January copy session was well attended, despite single-digit temperatures. On occasion, we had up to six people waiting in line to borrow library disks. We were not prepared for such a crowd this session, but we will be next time. We hope to have two complete copies of the library and four librarians at the next copy session. This should lessen the wait for popular disks and eliminate lines.



Reducing C-64 Damage

by Mary Beatty

All computer chips are highly sensitive to and can be burned out by even minute amounts of static electricity. Two particularly vulnerable areas of the C-64 are the cartridge ports and the joystick ports, for neither has any buffer between the port and the chip. When static electricity from our hands enters either one of the joystick ports, the electricity runs directly through the wire into the U1 Complex Interface Adaptor, burning it out. Ditto for the cartridge ports, which runs unbuffered static electricity to the U17 PLA chip, burning it out.

There are many alternative solutions to this problem common to Commodore 64 computers, but two of the simplest remedies are: 1. Keep joysticks plugged into both ports at all times; or 2. A removable piece of Velcro fitted across both ports (either cartridge or joystick) when not in use.

Never touch joystick or cartridge ports unless you are absolutely certain there is no static electricity in your fingers.

Another common cause of damage to the C-64 unit is power surges. Because of the way the power supply and the switch in the C-64 is constructed, it is especially sensitive to voltage surges. When a monitor is installed on the same surge-protected circuit as the C-64 unit, there is a reverse surge induced BEHIND the surge protector when turning the monitor off. For this reason, it is desirable to have either a surge protector with separate circuits (such as Radio Shack's "Line Filter #26-1451), OR install a second inexpensive surge protector ON TOP OF the original surge protector. The second alternative seems redundant, but is a necessary protection for your computer.

Before using these two protection techniques, we averaged one chip failure every three weeks; since using these techniques during the past five months, we haven't had a single chip failure!

Mr. John C. Diehard and Family—

"All right, honey, I absolutely promise I'll be there just as soon as I find just one little error in this program."

"Hi, Daddy. Look at all the neat things we made today with those funny brown circles you keep in those black envelopes."

"What do you mean I never talk to you anymore since I got the computer? Why only this morning I asked you for another cup of coffee."

"You had the ladies' club over for tea this afternoon and used WHAT for large, modernistic-looking coasters?"

"Well, Diehard, my wife Mildred discovered the modem—and BBS's 'all' across the country. That old back fence sure was cheaper."

Computer Talk

by Karl Kindt

When you try to get your mind off of something but it keeps coming back to the topic again and again you are caught in a _____. (goto loop)

When you are not thinking very clearly you need someone to hit your _____. (run/stop key)

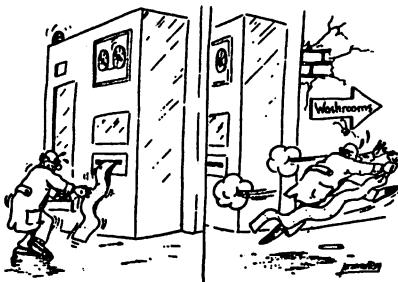
When you are trying to take in what someone else is saying you are trying to _____. (download).

When you are trying to get across something to someone else you are _____. (uploading)

When you are unable to complete something you need to have someone hit your _____. (restore key)

When you keep tripping over words and can't seem to find the right word you are making _____. errors. (syntax)

When you get your phone bill after you have had your modem the first month and you see what you owe the phone company, you feel like using your _____. key. (insert/delete)



Getting Involved

by Donna Aldridge

100 TELL THE OFFICERS WHAT YOU ARE INTERESTED IN, what you want and don't want through the BBS, Newsletter, Mail or Suggestion Box.

200 WRITE FOR THE NEWSLETTER any interesting tips, discoveries, devices, peripherals, programs, etc. that you've come across. Tell how you are using your computer. Tell what improvements you appreciate in the organization. And let the officers know once in a while that you appreciate their hard work.

300 DONATE YOUR OWN PROGRAMS to the Library. If you haven't written one yet, challenge yourself to do so.

400 ASK YOUR COMMODORE FRIENDS from around the country if they have programs they would donate. (I did and one's coming from St. Louis this month.) Ask if they'd like a membership-subscription to the Newsletter.

500 CONTRIBUTE YOUR KNOWLEDGE to people who are searching for answers at the meeting, on the BBS or in the Newsletter.

600 STIMULATE INFORMATION EXCHANGE by asking questions at the meetings, on the BBS or through the Newsletter.

700 THINK OF IMPROVEMENTS for the organization and ask an officer how

YOU could implement YOUR idea. Get several people who are as yet uninvolved to help you.

800 VOLUNTEER YOUR SERVICES to the officers to take on some responsibility that does not require their personal attention. They are terribly overloaded now and would greatly appreciate your earnest commitment to help, even in a small way.

900 START OR JOIN A SPECIAL INTEREST GROUP. Six or eight people (more or less) is a good number for a SIG. This is your opportunity to tailor-make a learning and exchange group to fit the special needs and interests of you and several others. The Newsletter will post the announcement of your SIG. A SIG leader or an Officer can give you ideas on getting started. It's easy, fun and interesting!

1000 START A CONVERSATION with the person next to you before the meeting starts, or during breaks. Begin getting to know more of your fellow members. You've come to the Users' Group for many of the same reasons. And don't forget to say hello to the person you sat next to last month.

Being an active member of a group gives you back so much more than sitting on the sidelines does. Perhaps you may feel that you have nothing significant to contribute or not enough time, but even a small involvement can be worthwhile. (And don't let shyness keep you isolated. After I learned that 3/4 of the people in the world were as shy as I was, I didn't feel nearly so shy anymore.) For those of you who are still hesitant to get ACTIVE, remember that there is something on this list that every member can do. [It's not like I'm asking you to take over the presidency tomorrow afternoon (Sal might), but he's doing such a great job, let's leave him in another year. Wait till '86. In the meantime, you can take care of a few grassroots elements . . .]

Begin with a simple commitment of visiting a few minutes with someone new at each meeting, and you'll have gotten off the bleachers. A postcard or BBS note to the Newsletter is a great way to get active, too. The editor, Jim Cessna, will see to it that you have what ever help you need writing something for publication. He'll make it easy for you—and enjoyable. And if you just send a simple note to let him know how you feel about something, he'll be pleased to hear from you!

In communicating your questions, answers and ideas to the organization, you will generate more knowledge and learning for yourself, which will lead to your feeling more comfortable with your computer and getting much more out of it. In contributing your time and energy, you will make the organization stronger, meet new people and among them, find a few friends—and COMPUTER ALLIES! and enrich your life with interesting new experiences and/or abilities. That sounds fun and exciting to me. How about you? It's your move.

FROM THE TOP

WELL, WE ARE INTO A NEW YEAR WITH A FULL HEAD OF STEAM. WE HAVE A NEW EXECUTIVE BOARD THAT HAS A LOT OF ENTHUSIASM, DESIRE, AND DRIVE. THE NEW BOARD HAD THE FIRST MEETING A FEW WEEKS AGO. WE ARE CHARGED UP AND RARING TO GO. THESE GUYS HAVE A LOT OF GOOD IDEAS AND THE COMMITMENT TO CARRY THEM OUT. IT LOOKS LIKE A GREAT YEAR AHEAD FOR THE G.C.C.

FIRST ON THE ADGENDA IS THE NEW MEETTING PLACE. IT IS THE OLD SANITARIUM BUILDING IN FAIRVIEW HEIGHTS, ON OLD BUKUM ROAD. CHECK OUT THE MAP ON THE FRONT COVER FOR DETAILS ON HOW TO FIND IT. IT IS A LARGE ROOM WITH TABLES, CHAIRS AND PLENTY OF OUTLETS. AND BEST OF ALL IT IS FREE. MANY, MANY THANKS GO TO EARL SALMONS. HE MADE ALL THE ARRANGEMENTS AND DID ALL THE WORK NECESSARY TO GET PERMISSION TO USE THE FACILITIES. IT'S MEMBERS LIKE EARL THAT MAKE YOU FEEL GOOD ABOUT BELONGING TO THE G.C.C. ALSO, I WANT TO THANK ALL OF YOU WHO CAME FORWARD WITH OTHER LOCATIONS THAT WE COULD USE. WE CHOSE THIS ONE BECAUSE IT MET ALL OF OUR REQUIREMENTS, WAS FREE, AND WAS CENTRALLY LOCATED.

EARL CAME UP WITH AN IDEA FOR GETTING IRON ON DECALS FOR THE CLUB. HE DID SOME CHECKING AROUND AND CAME UP WIHT SOME VERY GOOD POSSIBILITIES. WE CAN GET THEM ON HATS, SHIRTS OR JACKETS. THINK ABOUT IT AND WE WILL DISCUSS IT AT THE GENERAL MEETING.

WE ARE GOING TO MAKE SOME CHANGES AT THE GENERAL MEETINGS TO MAKE IT MORE INTERESTING TO MORE MEMBERS. FIRST WE ARE GOING TO CHANGE THE FORMAT SLIGHTLY TO PROVIDE MORE LECTURE AND DEMO TIME. THEN WE ARE GOING TO OPEN IT UP MORE TO QUESTIONS AND ANSWERS, VIA JOHN'S SEGMENT, AND GET DOWN MORE TO BASICS FOR ALL THE NEW AND EXPERIENCED USERS WE HAVE. AND WE ARE GOING TO TRY AND ADD SOMETHING MORE FOR THE EXPERTS IN THE CLUB. WE ARE ALSO CONCIDERING WHETHER OR NOT TO ALLOW COMPUTERS AT THE GENERAL MEETING. THE ORIGINAL CONCEPT WE HAD DOESN'T SEEM TO WORK FOR A CLUB AS LARGE AS WE HAVE GROWN. THEY SEEM LARGELY TO BE DISRUPTIVE DURING THE MEETING AND VERY FEW BRING THEM ANYWAY. WE SIMPLY WANT TO MAKE THE MEETING MORE CONDUCIVE TO WHAT THE MEMBERS CAME FOR, TO LEARN ABOUT THEIR COMPUTERS. V.L. PRES.G.C.C.

Eighth Day by Bill McDannell

And Lo, on the 8th day, God arose from His snooze and looked once again upon His creation. Calling His angels together, He spake unto them, "Behold, every time we create one of these dudes in our own image and give them the power of thought and choice, they tend to screweth things up mightyly." And He was sore perplexed.

Whereupon one of His angels approached Him, and his utterings were thus: "Thou speakest the truth, oh Mighty one. Yea and verily, even the flood, while it was a great idea, seemeth not to have straightended these turkeys out. Mayhap we ought try issuing forth a little help this time." As these words fell upon the ears of God, He assumed a thoughtful countenance and shortly, His face shone, yea even unto the bightness of the sun. "Indeed, the time is nigh," He said, "to bequeath to mankind that which we inadvertantly withheld upon his creation. It is time we gave man a little logic!"

And there was a great celebration in the heavens, which would have lasted forty days and forty nights, but the hors d'oeuvres gave out somewhere around the 27th day.

Yet another of the angels, murching upon the last of the canapes, approached the Lord saying, "How dost Thou intend to instill logic into creatures who have such an enormous propensity toward such illogical behaviour as worshipping golden images and nailing good guys to crosses?" It was to this inquisitive angel that God first revealed His plan: "Forsooth, thou speakest the truth, as we have readily witnessed. We cannot renege on our promise to allow man freedom of choice, so we cannot make him be logical. However we can makest such logic available to him. How he uses this logic will remain a matter of his own free choice, but we canst provide it, and hopeth for the best.

And so it came to pass that God created the computer.

Much thought was put forth in the heavens toward making this new creation a useful tool for man. Toward this end, God designated several committeees to work upon design. After forty days and forty nights (God has a great fondness for forty day shifts), He called the committees together to report to His celestial Throne.

And the angel who oversaw the first committee spake thusly, "Oh Lord, we have established the answer to man's problems. We have developed a computer that will not only offer logic to man, but at the same time test his merit, for lo, our computer will require of him to add all sorts of cards, devices and such to get it to do what he wants. We even have a good name for it, which was suggested by the serpent - we shall call it the Apple!" The Lord was not amused, and He said unto the angel, "Behold, winged modem breath, we created the jigsaw puzzle many days ago. We must make this logic device easy for man to use, or he will not use it. Your suggestion stinketh to the max." Whereupon the angel, in an act of utmost desparation, cried, "But Lord, we could add a mouse and make it cute!" Upon hearing this utterance, the other angels smote him heavily about the head and shoulders, yea, even unto silence.

And God said "Next".

Forthwith, the next angel stood near the throne and proclaimed, "Mayeth it please the Lord most High, we believeth we have struck upon the answer."

"Layeth it upon me" sayeth the Lord.

And the second angel spake, "We will establish upon the earth a great corporation. So great will be this corporation and such will be its reknown that all mankind shall tremble upon the utterance of its name. As time passeth, this corporation shall issue forth with a computer, and such will be the rep of this corporation that all other computers henceforth shall need be walk in the path of this corporate computer or be exiled forever to the lake of fire and red ink."

But the Lord seemed not to be thrilled with this idea either. "Verily, a bad idea becometh not a good idea simply because of humungous corporation sayeth so. Truly I say unto thee, thine idea stinketh."

And so it went for another forty days and forty nights. Angel upon angel presented ideas to the Lord. One presumptuous angel even had the affrontery to calleth his idea upon the name of God's first man, at which point he nigh well was laughed out of the pearly gates. When the last angel had presented his ideas, it became sorely obvious that the Lord was not tickled unto death with any of the proposals. And so He spake, "If thou wantest anything done right, it appeareth thou must doeth it thyself."

And God set about to create the computer Himself.

On the first day of computer creation, God said, "Let there be light", and there was a great light on the face of the monitor, and within that light there were many hues, and behold, the hues were separated one from the other - the cyans from the magentas, the ambers from the ebonies. And God saw that it was good.

And on the second day of computer creation, He said, "Let there be memory". And lo, there was memory, and the memory was divided ROM from RAM. Verily, there came three score and four thousand of RAM. And God say that it was far out.

On the third day, the Lord said, "Let there be sound". And sound issued forth from the SID chip, and the sound separated even unto three voices. Verily, there appeared a multitude of frequencies and waveforms within the chip. And God saw that it was totally tubular.

On the fourth day, He proclaimed, "Let there be graphics". And there appeared graphics on the face of the monitor, and the names of the graphics were called standard, hi res, and multicolor. And God saw that it was really neat.

On the fifth day, the Lord commanded, "Let there be sprites". And eight sprites were beheld, one upon the other. And the sprites had priority, each over the other, and assumed the hues of the first day. And God was tickled to pieces.

And on the sixth day, God said, "Let there be peripherals", and lo, there came forth peripherals. There came forth printer and drives and modems and software in numbers such as to be uncountable. And He called the name of His computer the Commodore 64. And He spake unto the 64. "Go forth and multiply, divide, and calculate hyperbolic cosecants." And God looked upon it and said, "That should about do it."

And on the seventh day, God was just about to take five when he remembered what happened the last time He took a day off. Thereupon He issued forth with this warning: "Listen up, mankind!" saith the Lord. "Behold, I have given thee a new tool - employeth it with wisdom, and use it to thy betterment and betterment of thy neighbor. Be in all ways astute and productive, lest thou bloweth it again. Yea, and then God rested...with one eye open. (With apologies to any we may have offended-EDITOR).

Mistakes Beginners Make

by Valerie Kramer from The Users Port
San Fernando Valley Commodore Users Group

Valerie has sucessfully itemized
the most common problems for beginners!

READ THE INSTRUCTIONS

If it doesn't work, try reading the directions. If that doesn't work, try following them. 90% of the questions I'm asked about programming could be answered by simply reading the instructions and spending a few minutes trying to understand them. Most questions are answered in either the **Commodore User's Guide** or the **Commodore Programmer's Reference Guide**. Get them and use them frequently.

TOO TIMID

Many people seem afraid that their computer will go up in a puff of smoke if they try something different. If you have a problem, make a backup copy of any disk or tape involved so you don't lose your only copy, then go ahead and try various solutions to your problem. Chances are that you will figure it out yourself and you may learn something else too!

TOO AMBITIOUS

A friend who knows almost no programming recently typed in a 200 line BASIC program. He confidently expected it to work the first time he ran it! Sorry folks, it doesn't work that way. Programs in magazines or books usually have a bug or two in them. Some magazines are better than others. As you type in the program, you will probably make some mistakes of your own. So, you had better plan to debug the program. To do that, you must know how to program! Don't get ahead of yourself. It's ok to type programs in from magazines, but keep to the ones you can debug. Let the others wait or let someone with more experience do them.

Similarly, I find people who have never written a 100 line program wanting to write a 1000 line bulletin board. They may try and they will certainly learn from the experience, but it is not likely that they will produce a satisfactory program. Build your skills gradually. Work up to bigger projects. [ed. -] And try example programs in the **User's and Reference Guides** and the examples published by Users Groups.

TOO POOR

There really isn't much you can do about this but you should take it into consideration. To do any serious work with your computer will require a printer and a disk drive. A monitor just for the computer is desirable but you can work with a TV if you must. You should expect to pay about \$800 - \$1000 for your hardware alone and still more for programs, books, disks, paper, modem, and many more incidentals. Don't even bother with the Commodore Datasette - you will outgrow it in a hurry and want a disk anyway. Going straight for the disk will save you money.

Speaking of money, check the "For Sale" newspapers - they list lots of computer equipment. Some of it is listed at far more than its worth, but some can be had quite reasonably. Know what you want, what it sells for in the stores, and how to tell if it is in good condition, then go ahead and buy a used widget. You can get some real bargains if you do your homework.

You should also expect to spend \$200 or more for books, magazines, club dues, program library disks, etc. This will probably save you money in the long run and will certainly help you use your computer more effectively.

The **Commodore 64 Programmer's Reference Guide** is the definitive source for C64 information. It retails for \$19.95 and is distributed by Howard W. Sams & Co. (ISBN 0-672-22056-3). [- ed.]

Random Bits

PREVENTING STATIC ELECTRICITY by Milt

Static electricity is one of the major causes of component failure in computer systems. The shock you sometimes feel when touching a door knob after walking across a carpeted room has a voltage high enough to totally destroy a CMOS integrated circuit chip. Fortunately, there are several inexpensive techniques which can be used which will substantially reduce or even eliminate static.

Humidifiers: Central or room size humidifiers can be used to maintain your computer room between 30 and 60 percent relative humidity, this range should eliminate almost all static charges.

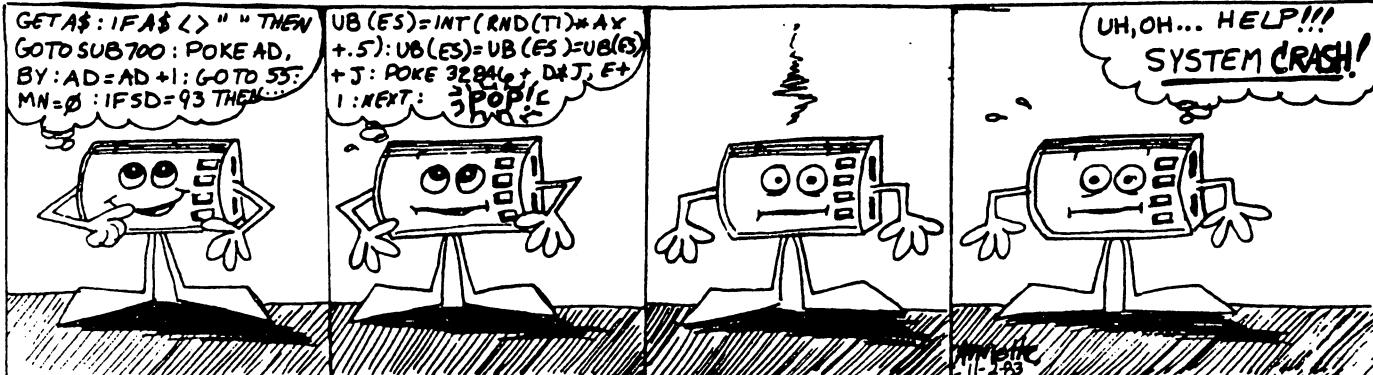
Anti-static carpet sprays are sometimes helpful, but many are simply canned water. Read the label carefully before buying!

Ground Plates: Either those commercially available, or a "home made" version [composed of a piece of aluminum foil attached, with thumb tacks or tape, to a convenient place on your computer table and connected, preferably with stranded wire, to an earth ground (for example, a cold water pipe)]. Simply touching the ground plate before touching any of your equipment eliminates any static charges.

These techniques may be used in combination to achieve even better static protection. Above all, don't touch a cable connector after walking across your carpet!

This short program turns your C-64 into a lovely little "mantle clock"...or so it will seem, as it chimes out the familiar Westminster chimes on each quarter hour, plus the full time on each hour. The tones are pleasant, the time accurate, and the C-64 is turned into a conversation piece in its own right.

```
100 REM WESTMINSTER CHIME CLOCK
110 REM GARY HUFF
120 REM 2 CIRCLE DRIVE
130 REM SPRINGFIELD, IL 62703
140 REM 217-529-2103
150 :
160 PRINT "[CLEAR][WHITE]"
170 PRINT "INPUT CURRENT 24 HR TIME"
180 PRINT "IN HMMSS FORMAT (6 DIGITS)"
190 INPUT T$"
200 :
210 REM DISPLAY CLOCK
220 PRINT CHR$(147)
230 PRINT "[HOME]"
240 T1$=LEFT$(T$,2):T2$=MID$(T$,3,2):T3$=RIGHT$(T$,2)
250 PRINT "TIME = "T1$ ":" T2$ ":" T3$"
260 IFRIGHT$(T$,4)="1500" THEN GOSUB 340
270 IFRIGHT$(T$,4)="3000" THEN GOSUB 340:GOSUB 350
280 IFRIGHT$(T$,4)="4500" THEN GOSUB 340:GOSUB 350:GOSUB 360
290 IFRIGHT$(T$,4)="0000" THEN GOSUB 340:GOSUB 350:GOSUB 360:GOSUB 370:GOT0500
300 POKE 54296,0
310 GOT0230
320 :
330 REM SELECT THE APPROPRIATE CHIMES
340 GOSUB 400:GOSUB 420:GOSUB 440:GOSUB 460:GOSUB 410:RETURN:REM QUATER HOUR
350 GOSUB 420:GOSUB 440:GOSUB 400:GOSUB 420:GOSUB 410:RETURN:REM HALF HOUR
360 GOSUB 400:GOSUB 440:GOSUB 420:GOSUB 460:GOSUB 410:RETURN:REM 3/4 HOUR
370 GOSUB 460:GOSUB 440:GOSUB 400:GOSUB 420:GOSUB 410:RETURN:REM
380 :
390 REM BELL ROUTINE
400 POKE 54273,50:POKE 54278,249:POKE 54296,15:POKE 54276,17:POKE 54276,16
410 FOR X=1 TO 800:NEXT:RETURN
420 POKE 54273,40:POKE 54278,249:POKE 54296,15:POKE 54276,17:POKE 54276,16
430 FOR X=1 TO 800:NEXT:RETURN
440 POKE 54273,45:POKE 54278,249:POKE 54296,15:POKE 54276,17:POKE 54276,16
450 FOR X=1 TO 800:NEXT:RETURN
460 POKE 54273,30:POKE 54278,249:POKE 54296,15:POKE 54276,17:POKE 54276,16
470 FOR X=1 TO 800:NEXT:RETURN
480 :
490 REM HOURLY CHIMES
500 TR$=LEFT$(T$,2)
510 T=VAL(TR$):IFT>13 THEN T=T-12
520 IFT=0 THEN T=12
530 FOR Y=1 TO T:GOSUB 550:NEXT
540 GOT0260
550 POKE 54273,25:POKE 54278,249:POKE 54296,15:POKE 54276,17:POKE 54276,16
560 FOR X=1 TO 1500:NEXT:RETURN
```



Questions, Answers and Information

by Donna Aldridge

Info:64 MEMORY: You have 38,911 bytes of BASIC memory in your 64 when you start up. To find out how much memory is used by a program, type and enter:

PRINT
38911 - (FRE (0) - 65536* (FRE (0)
<0) OR PRINT 38911 - (FRE (0) + 2 ↑ 16)

The present free memory is subtracted from the original free memory giving the program's memory usage. I/O

Q:CLEAR MEMORY: I was taking a fast look at each program on some new disks from the CUGKC Library then hitting RUN/STOP—RESTORE to get back to Basic. Then I typed in NEW to clear memory before loading the next. But I finally got a message that my 64 was out of memory. It was OK after I turned the computer off and on again. How could that happen with a short program?

A:NEW does not clear the computer's memory, it only pushes the existing programs "aside" and clears the "screen" for you. After RUN/STOP—RESTORE gives you a READY, you can empty your available memory in preparation for a new program if you type and enter:

SYS stands for system. (I/O will get into SYS commands in later issues.) 64738 is a location. An easy trick for beginners to remember the numbers in this handy command is: after typing SYS, type in with each index finger 6 and 4, then move your right finger to the right to 7, left to 3 and right to 8.I/O

Q:BASIC LOAD FROM LIST: When I move the cursor up into a directory listing and try to LOAD the program from there like they do at the meetings it doesn't work for me. What's the secret?

A:The secret you are probabaly referring to is a colon (:) typed in after the ,8. The colon, followed by a RETURN tells the computer "This is the end of a full BASIC command. Ignore the "left-over" letters that follow the colon and carry out the command." If there are "left-over" letters after your RUN command or your LIST command, you will also need a colon after that command.—Frank Shore, St. Louis

Info:P.S.: While you need a colon after a BASIC command ending ,8—a MACHINE LANGUAGE command ending in ,8,1 will begin loading as is.

Info:P.P.S.: You can use ,8,8 which is sometimes handier instead of ,8,1. Infact you can use any number other than 0 for the last number in the sequence.—Keith Kreeger

NOTE: Keith Kreeger, the CUGKC Librarian, will demonstrate these loading shortcuts during his new disks presentation at the February meeting. I/O

Q:COOL DRIVE: My 1541 gets pretty hot sometimes, but the advertised cooling fans seem awfully expensive. Can't I make one myself?

A:A muffin fan will work excellently. Radio Shack Muffin Fan RS #273-241 costs about \$15.00. You will need to attach a wall plug-in cord and a simple on/off switch. The natural air flow on the 1541 is IN FROM THE BOTTOM and OUT THE TOP. So be sure the fan is blowing the air up, whether you mount it above or below. My own 1541 is seated in a tan Rubbermaid shelving unit the same width and a couple of inches longer and higher than the drive. The coated wire rack is screwed upside-down to the underside of my computer table, within easy reach, allowing full air circulation on all 6 sides. The fan is wired-tied to the bottom of the rack. Twist ties and stovepipe wire are two handy substittues for the sturdy plastic wire ties. I wire-tied a muffin fan to the side-vent of an MSD-2 that sits in a fairly confined place. The (exhaust-directed) muffin fan does an excellent cooling job on that drive also.—Joe Kadelak

Info:P.S.: You can often find muffin fans for around \$10.00 at many of the electronic surplus stores.—Eric Korsten

Info:P.P.S.: Rick West prefers top-mounting fans on 1541's—which "exhaust" the warm air. Rick has found that the air filter often used will keep the inside of the disk cosmetically cleaner, but is otherwise unnecessary because the working components are all dust tight, the head is self-polishing and the disk will attract dust only if covered with finger print oils, etc.—Rick West

Info:P.P.P.S.: If you decide to use a filter, be sure not to choose a filter with charcoal or other loose particles since the small pieces can be drawn into the 1541's workings possibly damaging the drive or disk.—I/O

Info:P.P.P.P.S.: If you have a game or other program that doesn't access the drive during use, you can turn off the drive after loading the program and removing the disk from the drive. You can close down the drive (the same way) if you need to be away from the computer for a while—whether 20 minutes or several hours and you want to keep what is in memory, but not keep the drive and fan working needlessly.I/O

Q:VIC TAPE-WHAT AND WHERE: Sometimes I can't remember what's on a tape and sometimes even when I know what's there I have trouble finding it or getting it to load.

A:To see what is on a tape, type in a LOAD command with a name that is extremely unlikely to be on there, like "QAZX" or "!!!". Every name on the tape will be flashed on the screen in order as the computer searches for LOAD "QAZX" or what ever name you used. Be sure to start at the beginning of the tape, as you should when you have been having trouble finding a

certain program. You must always start a little before the beginning of a program on tape to be sure of getting the program to load.I/O

Info:P.S.: I was having trouble getting some programs to load from tape till I discovered I had to take out my expansion cartridges for them to load.—Kenny Emhardt

Q:WEDGE ON EACH DISK: I want to a dos wedge at the very beginning of each of my disks, along with printer codes and any other utilities that will be of use on that disk. But when I load and save the two part dos program, I only get the Basic part. How can I get the Machine Language part to save too?

A: To copy a Machine Language program (after loading the dos wedge and saving the Basic portion)

1. Write down the EXACT name of the ML program.
2. Turn off the C-64, then on again.
3. Load ML "program name, 8,1".
4. Switch disks.
5. Save ML "program,8". (no ',1')
6. To repeat process, go back to step 1.

Q:DISK REMOVAL: Can I take a disk out of the 1541 right after the red light has gone off or should I wait till the spinning noise stops?

A:It's best to wait. Damage to your disk could occur as you pull it across the spinning hub, even though the read/write head is disengaged when the door is opened. There may be times, however, when the disk is caught in a continual spin that the computer (even turning it off and on) can not stop. Then it will be necessary to pull the disk out while the drive is still in motion. (Turning the drive off and on "then" will correct the problem.) In normal daily use, some people almost always pull the disk out immediately after the red light has stopped and never have a problem; others have lost several disks that way. You have to decide if the risk is worth the several extra seconds' wait.

Open Question: STRING VARIABLES: I'm interested in setting up a Basic routine that will search a string for a "partial match". For example, DINO or DINOS would be accepted for the word DINOSAUR, which could be easily misspelled or mistyped by many of us, especially children if it were an answer in a game. Under PILOT the partial match is very easy. There is an answer and match command that allows you to set up a minumn number of letters as a correct answer—such as DINO for DINOSAUR. How could I accomplish this same effect for the children's games I am writing?

Answer or Comment on this by addressing the Newsletter/Open Question for the next edition. Questions, Answers and Comments may be addressed to I/O, 7503 W. 54th Terrace, Overland Park, Kansas, 66202, or left at the Welcome-Info table between 6:30 and 6:55 before each meeting or posted on the BBS.

SOFTWARE OR SYSTEMS

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New low prices on Commodore

NEW LOW PRICE!



MPS802 Bi-Directional Printer. 90 column, dot-matrix printer prints upper and lower case letters.

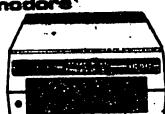
C commodore 64

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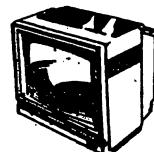


C commodore

**NEW
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PRICE!**

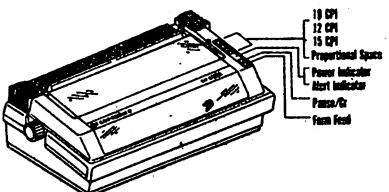


VIC1541 Disk Drive. Provides high capacity storage and retrieval on standard 5 1/4" computer disks. 170K capability. Takes no computer memory and connects directly to VIC20, C64, and Plus/4.



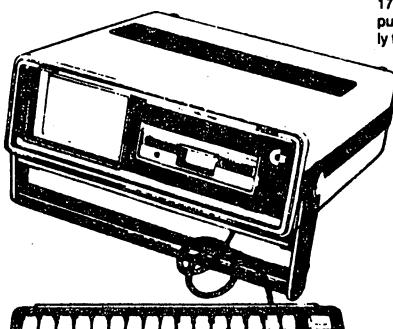
**NEW
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PRICE!**

1702 14" Electronic Color Video Monitor. Offers computer enthusiasts outstanding picture resolution. VCR compatible, tool includes 9-pin connector.



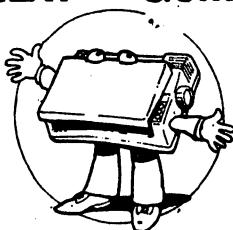
DPS120 DPS1101 Daisy Wheel Printer. Bi-directional impact daisy wheel, upper and lower case, letters, numbers and symbols, 18 CPS, compatible with C64, VIC20, and PLUS/4.

\$349⁹⁵



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NEW Gemini



INDUS GT

100% COMPATIBLE WITH SPEED

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SG-10

Same as 10X Plus Near Letter Quality Mode and 2K Buffer



DUAL DISK DRIVE

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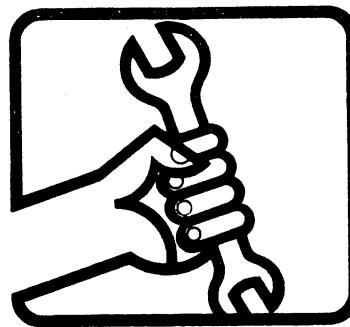
Great For Schools Word Processing Or Dedicated Work Station

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COMMITMENT



SALES



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1541 Drive Repair!

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24 HOUR BBS - 618-235-3555
YOUR COMMODORE HEADQUARTERS

TIPS OF THE MONTH

In the next few months the Tips of the Month ideas will be taken and refined from the special issue of RUN 1985. I trust they will encourage you to buy this useful \$4 investment.

One-Line-Screen-Dump: Dumps the contents of your monitor screen to your printer

```
5678 OPEN 3,3:OPEN4,4(HOME):FORI=1  
TO 1000:GET#3,A$:PRINT#4,A$;:NEXT:  
CLOSE3:CLOSE4:END. Use key word  
abbreviations to fit all of it on one  
line.
```

Finding-Load-Address: Finds the starting load address of any program on disk. Very useful to find SYS calls for a machine language program. Even pattern matching works.

```
55000 INPUT"NAME":N$  
55001 OPEN8,8,8,N$:GET#8,A$,B$:  
CLOSE8
```

```
55002 A=ASC(A$+CHR$(0)):
```

```
B=ASC(B$+CHR$(0)
```

```
55003 PRINT"STARTS AT"A+256*B
```

Proofreading-Cursor-Color-Change:

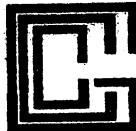
Proofreading is always hard. To make it easier, 1st LIST the program, then press-CTRL 1. The cursor then highlights each color without covering it, and makes mistakes stand out better.

64 Quick Beep

The 64 is highly capable when it comes to sound generation, but it lacks a simple method of making a single beep, or ringing a "bell", as in the 40/8032 machines. The following POKEs will create a pleasant "ding", and can be used to get your attention after the computer has completed a certain task.

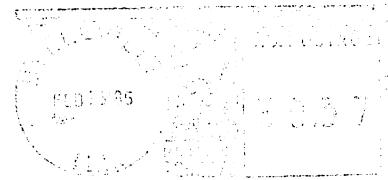
```
poke 54273,70: poke 54278,249: poke 54296,15:  
poke 54276,17: poke 54276,16
```

Note: changing the argument in the first POKE varies the frequency of the ring.

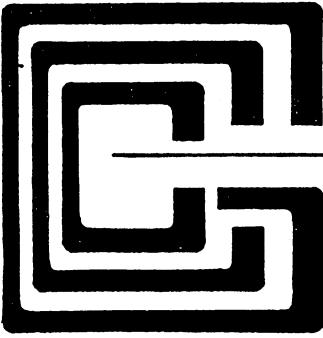


GATEWAY COMPUTER CLUB

PO BOX 207
BELLEVILLE IL 62222



Salmons, Earl
9735 Greenridge Hts
Fairview Hts, IL
62208
Apr 85

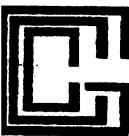
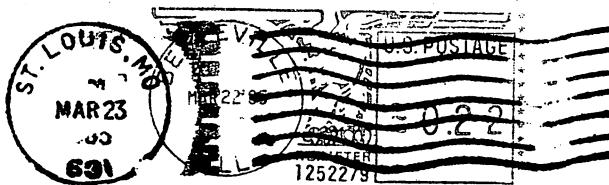
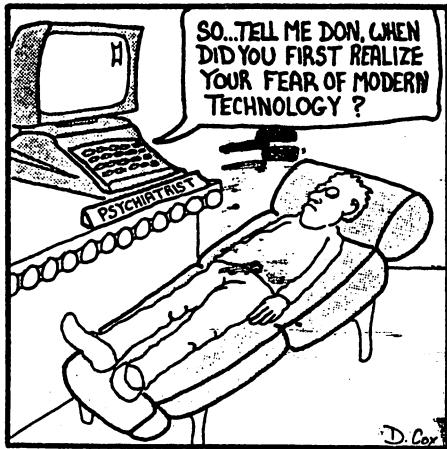


GATEWAY COMPUTER CLUB

PO BOX 207 BELLEVILLE IL 62222

MARCH 1985

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GATEWAY COMPUTER CLUB

PO BOX 207
BELLEVILLE IL 62222

The G.C.C. GAZETTE

EDITOR: Joel Minto

THE GAZETTE is published monthly by the GATEWAY COMPUTER CLUB as a membership service. Please direct all submissions and advertising to 1451A Galaxy Scott AFB, IL, 62225. Camera ready advertising must be received by the tenth of each month to be included in the issue of the following month. Rates are as follows: full page-\$30.00, half page-\$15.00, Quarter page-\$7.50.

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Membership fee is \$15.00. Members receive access to our programs, literature, BBSs and newsletter. Direct all membership applications and questions to Rich Fisher, P.O. BOX 207, Belleville Ill., 62222.

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NEWSLETTER EXCHANGE

We are looking for any Commodore clubs that are willing to exchange newsletters with us. We are trying to build a library of articles for our newsletter. If you know of any club that might be willing to exchange newsletters with us please contact Joel Minto at 744-1242.



FROM THE TOP

Imagine! We had 95 people at the February general meeting. We nearly outgrew the new meeting place the first month. But luckily the room has removable walls that will more than double the large space we already have. It looks like we moved just in time. We never would have been able to get that crowd in the old place and still conduct business.

We are working hard, trying to improve the meeting demos and talks. We need your input. What do you want to see? Can you help with presentations or know of someone who is well versed (professional or otherwise) on a particular subject? Let us know! We need your help.

The club shirt project is coming along nicely. It was decided that golf style shirts would work best and that a small logo on the front was the best looking combination. We are still negotiating to have T-shirts, hats and jackets also. We should have it all put together by the april meeting, just in time for warmer weather.

On a more serious note, we are having a problem figuring out last years books. The main problem is that their are no books for 1984. All we have are receipts and the checkbook. We have no ledgers or any accounting of how the G.C.C spent money in 1984. It appears that the G.C.C. does not have all the money it should. To protect the G.C.C and to give us a clean state for 1985, we will be employing an outside accountant to straighten out the mess. There will be further discussion at the general meeting. See you there

Vince Le Pes
Pres. G.C.C.



LOOKING

OVER THE SECRETARY'S DESK

MEETING PLACE-Well it appears almost everyone read last month's newsletter and found our new meeting place!!! For those of you that missed the meeting, there were about 95 people in attendance. I believe that's a record. In case you missed it, the place is the Caseyville Township building at 10001 Bunkum Road, Fairview Hgts, Il.

COMPUTERS-If you bring a computer with you to the next meeting be prepared to leave a \$5 deposit with our distinguished Vice Pres., and be prepared to turn it OFF when told to or the you will relinquish your deposit.

CAOS-The Board Members came up with a solution to the caos of purchasing memberships, disks, etc. at the meetings. This month you will be asked to form lines in front of the person you wish to do buisness with and he will only talk to one person at a time-boy am I glad to see this take place!

FREE DISKS-The March meeting will be your last chance to take advantage of the free disks for renewing your membership, joining, or sponsoring a new member. If your dues isn't due for a few months, you can take advantage of the free disk anyhow if you pay at the March meeting. My computer will see that you still get 12 MORE months of dues. If you still don't know when your dues are due-look at the last line of the mailing label on this newsletter.

SPECIALS-This month there will be a chance to make two very special purchases at the meeting. Bring some cash, it will be the buy of a lifetime-(you won't need much....\$15 to \$20 will cover it). Exactly what is this great buy? Sorry...You will just have to attend the meeting to find out.

SHRUNK-You may have noticed the newsletter is smaller this month than last month. Everyone seemed to agree that the larger size newsletter was better, but it takes money to produce that large of a project every month. One way to offset this expense is to have a couple more advertisers. If you are

in a buisness that would like promoted among our club, or know of someone in that position, contact Joel, the editor and "make his day". TIME to say goodbye. Good grief, where does the time go....it's 1 AM and I have to work tomorrow-BYE!
Rich Fisher, Sec'y

NEW MEMBERS-

All of us at the Gateway Computer Club would like to welcome to the fold the following new members:

Ahring, Geoffrey S.
Andray, Stan
Brown, Mark S.
Crorkin, Bob
Dettwiler, Neil
Ferguson, Tom
Hamilton, Howard
Knox, Roger R.
Nimmo, Bud
Oathout, Paul
Simek, Robert
Starkey, Charles L.
Vago, Robt
Walker, David

Dues Due-

If you find your name on the following list-this will be your last copy of the newsletter unless you pay your dues by Mar 31:

Artinger, Ken
Berry, Daniel R.
Cantrell, Rick
Cook, Robert L.
Prokopf, Larry
Strieter, Chris
Wahlig, Wes
Whitfield, Phillip M

THE LIBRARY FILE

by Tom Metzger

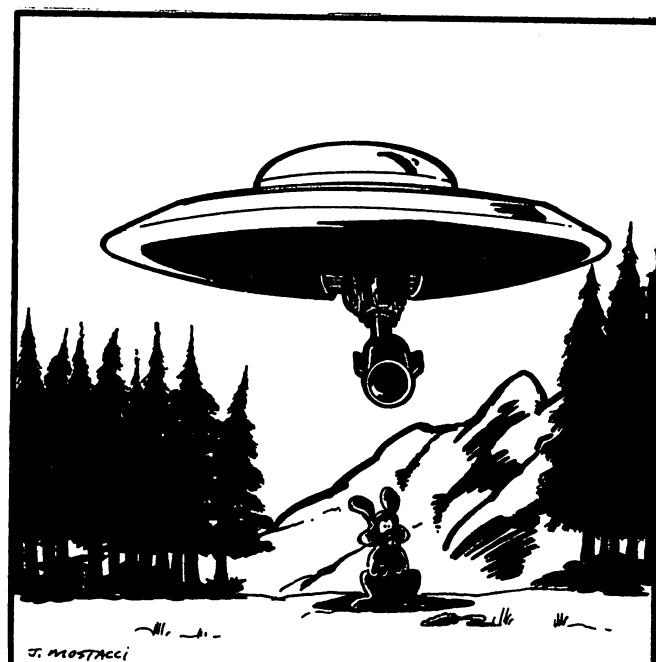
Thanks to Ruth Bricker, Earl Salmons and Ken Welker, we have assembled this month's D.O.M. in time to be described in the newsletter. Incidentally, I have accepted Ken's offer to be acting librarian while I vacation thru the March meeting. This month's disk was once again assembled from new (to our library) material gleaned from Compuserve's offerings by our friends at Software or Systems, augmented by some disks obtained from the Kansas City users group by Jim Wright. The disk is full--in fact, overflowing in some cases. If you get a copy which includes "9secformat" in the directory, please exchange it for an updated version. We did not have room for it this time, but we will get it to you soon. The disk description follows:

"GATEWAY 2/85	disk 20
"space panic"	:game similar to lode runner
"superman"	:super powers help capture baddies
"dir"	:custom sort your disk directories
"comp 2 prgs"	:compare two basic programs
"mini-dos"	:rename, run, copy erase programs, & format disks
"juke box"	:select & play the tunes below
"cars"	"E T"
"ghostbusters"	"gloria"
"i will"	"magnum"
"over the rainbow"	"pink panther"
"raiders"	"stairway"
"time in a bottle"	
"catalog loader"	these two files will
"cat.v4"	alphabetically sort directories from 100 disks
"basic version"	:as above, but in basic, so you can list and customize it
"file reader"	:use to read the following file
"catalog instrns"	:instructions for using "catalog"

"Mini-dos" is similar to a program we use in preparing your club disks. It allows you to copy specific programs and to change program names. We then use "dir" to alphabetically sort our D.O.M. directories.

John Sundstrom's "catalog" program is also included on this disk as "cat.v4". This is a compiled program, meaning it has been converted to machine language to make it run faster--an important quality for a sorting program. An uncompiled version of the program is also included. It is called "basic version", and can be easily customized. When you run the program you will be asked for your name, the date and the category. "Category" will become the title of the file the program produces, and could be 'utilities', 'games', 'business', etc.

Also included on this disk is a "jukebox" program which will run the music programs listed above. It allows you to choose a series of selections, including repeating one or more of them, and then plays them in the order you selected. It can also be modified to run other music programs. Look for more on this in another article in this newsletter or the next.



All right Earthling, turn around slowly and keep your hands up!

HOME INVENTORY PROGRAM

by Wes Eardley

Attention! Individuals interested in a home inventory program for disk. I am currently putting the finishing touches on a program that will maintain and retain a Home Inventory of up to 2000 inventory records(item names and accessed values). Inventory updates, printouts, and a sequential file name listing are part of the main program menu.

I hope to have this program finished by the October meeting, after which time it will be presented to the user group library.

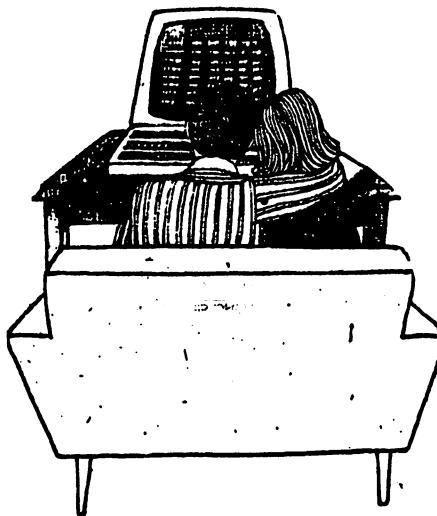
Also, I would like to add a special note of thanks to Bill Eardley and Al LaFountain for their help.

(editorial note: The program listing below is the orginal program which Wes has refined and added auto load & save sequences in the ADD/CREATE/DELETE AREAS. Also a print out of screen or part of listing is included. The menu will now contain a listing of the sequential files created. Get a copy of the revised program from Wes on disk at the October meeting. This looks like a great program).

```

0 POKES3281,0:POKE$3280,0
1 PRINT"(SC)(CD)"
2 PRINTTAB(7)"8(SS) 8 88 8 8 888"
3 PRINTTAB(7)"8(SS)(SS)8 8 88 88 8 "
4 PRINTTAB(7)"8888(SS)(SS)&(SS)(SS)&(SS)&(SS)&(SS)&(SS)&(SS)888"
5 PRINTTAB(7)"8(SS)(SS)&(SS)(SS)&(SS)(SS)&(SS)(SS)&(SS)(SS)&(SS)(SS)&(SS)8 "
6 PRINTTAB(7)"8(SS)(SS)&(SS)(SS)&(SS)(SS)&(SS)(SS)&(SS)(SS)&(SS)(SS)&(SS)(SS)888"
7 PRINTTAB(14)"(CD)INVENTORY"
8 PRINTTAB(12)"(CD)(CD)(CD)(CD)(CD)(CD)BY WES EARDLEY"
9 FOR A=1TO300
10 IF A=300 THEN 15
11 NEXT A
12 GOTO 10
13 DIM N$(2000),I$(2000),X$(2000)
14 PRINT"(SC)(CD)(CD)"
15 PRINTTAB(11)"HOME INVENTORY"
16 PRINTTAB(11)"CREATE/ADD TO INVENTORY"
17 PRINT"(CD)(CD)(CR)(CR)(RV)F 1(RD)      CREATE/ADD TO INVENTORY"
18 PRINT"(CD)(CD)(CR)(CR)(RV)F 2(RD)      DELETE FROM INVENTORY"
19 PRINT"(CD)(CD)(CR)(CR)(RV)F 3(RD)      LOAD INVENTORY FILE"
20 PRINT"(CD)(CD)(CR)(CR)(RV)F 5(RD)      SAVE NEW INVENTORY"
21 PRINT"(CD)(CD)(CR)(CR)(RV)F 7(RD)      VIEW INVENTORY LIST"
22 PRINT"(CD)(CD)(CR)(CR)(RV) F 8(RD)      EXIT PROGRAM"
23 PRINT"(CD)(CD)INPUT YOUR CHOICE ..."
24 GET A$:IF A$=""THEN 50
25 IF A$=(F1)"THEN GOTO 060
26 IF A$=(F2)"THEN GOTO 0100
27 IF A$=(F3)"THEN GOTO 0200
28 IF A$=(F5)"THEN GOTO 0300
29 IF A$=(F7)"THEN GOTO 0400
30 IF A$=(WH)"THEN END
31 IF A$<>(WH)"THEN 50
32 PRINT"(SC)(CD)"
33 PRINT"(CD)(RV)C(RD)REATE OR (RV)A(RD)DD TO EXISTING LISTING?":PRINT" (RV)N(RD) = RETURN TO MENU"
34 GET I$:IF I$=""THEN 62
35 IF I$="M"THEN 15
36 IF I$="A"THEN 700
37 IF I$="C"THEN 71
38 IF I$<>"C"THEN 62
39 PRINT"(CD) THE HOME INVENTORY LIST CREATOR"
40 PRINT"(CD) ENTER 'DONE' WHEN FINISHED."
41 PRINT"(CD) "
42 FOR I=1 TO 2000
43 IF I>2000 THEN 80
44 INPUT"ITEM NAME";N$(I)
45 IF N$(I)="DONE"THEN 80

```



```

78 INPUT" VALUE $";V(I)
79 NEXTI:GOTO75
80 LN=I+1
81 PRINT"(CD)(CD)FINISHED! PRESS (RV)M(RD) TO RETURN TO MENU"
82 GET X$:IF X$=="THEN 82
83 IF X$<>"M"THEN 82
84 GOTO 15
100 PRINT"(SC)(CD)DELETE INVENTORY"
101 PRINT"ENTER ITEM # OR 0 TO EXIT TO MENU."
102 PRINT:PRINT
103 INPUT"ITEM # ?";T
104 PRINT"(CR)(CR)(CR)(CR)(CR)(CR)(CR)(CR)(CR)(CR)(CR)(CR)(CR)"N$(T)
105 PRINT"(CD)IS THIS THE ITEM YOU WISH TO DELETE?"
106 INPUT"YES/NO";A$ 
107 IF A$=="YES"THEN 110
108 IF A$<>"NO"THEN106
109 GOTO 103
110 N$(T)=""
115 V(T)="00.00"
120 PRINT"DO YOU WANT TO DELETE ANOTHER ITEMS?"
121 INPUT"YES/NO";A$ 
122 IF A$=="YES"THEN 102
123 IF A$<>"NO"THEN 121
124 GOTO 15
200 PRINT"(SC)(CD)      LOAD INVENTORY LISTING":PRINT"(CD)(CD)          LOADING"
201 OPEN 15,8,15
202 OPEN 2,8,2,"0:INV DATA,S,R"
203 GOSUB220
204 RS=ST
205 FOR I=1 TO 2000
206 IF I=2000 THEN 230
207 INPUT#2,I,N$(I),V(I)
208 IF N$(I)="DONE"THEN 230
209 NEXT I
210 IF RS=44 THEN CLOSE 2:GOTO15
211 IF RS<>0THEN213
212 GOTO 206
213 PRINT"(CD)(CD)BAD DISK STATUS ",RS
214 CLOSE 2
215 END
220 INPUT#15,EN,EM$,ET,ES
221 IF EN=0 THEN RETURN
222 PRINT"(CD)(CD)DISK ERROR"
223 PRINT EN,EM$,ET,ES
224 CLOSE 2
225 END
230 GOSUB 220
231 CLOSE 2
232 GOTO15
300 PRINT"(SC)(CD)SAVE NEW INVENTORY FILE"
301 PRINT"(CD)(CD)PUSH SPACE BAR TO SAVE INVENTORY"
302 PRINT"OR PUSH (RV)N(RD) TO RETURN TO MENU."
303 GET A$:IF A$=="THEN 303
304 IF A$==" "THEN 310
305 IF A$=="M"THEN 15
306 IF A$<>"M"THEN 303
310 OPEN 15,8,15
311 GOSUB 325
312 OPEN 2,8,2,"0:INV DATA,S,M"
313 GOSUB 325
314 FOR I=1 TO 2000
315 IF I>2000 THEN 340
316 PRINT#2,I,N$(I),V(I)
317 GOSUB 325
318 IF N$(I)="DONE"THEN 340
320 GOTO 315
325 INPUT#15,EN,EM$,ET,ES
326 IF EN=0 THEN RETURN
327 PRINT"(CD)(CD)DISK ERROR"
328 PRINT EN,EM$,ET,ES
329 CLOSE 2
330 END
340 CLOSE 2
350 GOTO 15
400 PRINT"(SC)(CD)HOME INVENTORY"
401 PRINT"(CD)oooooooooooooooooooooooooooo"
402 PRINT"      ITEM           VALUE"
403 PRINT"oooooooooooooooooooooooooooo"
405 FOR I=1 TO LN
406 FOR N=1 TO 20
410 IF X=LN THEN 450
415 IF N>20 THEN 440
420 PRINTX;" ",N$(X);PRINTTAB(25)"(CU)(CR)$";V(X)
425 NEXT I
430 NEXT N
433 GOTO 410
439 PRINT"(CD)(CD)      PRESS (RV)R(RD) FOR MENU OR"
440 PRINT"      PRESS (RV)N(RD) FOR NEXT PAGE"
445 GET P$:IF P$=="THEN 445
446 IF P$=="R" THEN 15
447 IF P$<>"N"THEN 445
448 IF P$=="M"THEN N=0:GOTO 405
450 PRINT"(CD)(CD)END OF LIST"
455 PRINT"      PRESS (RV)N(RD) FOR RETURN TO MENU"
460 GET A$:IF A$=="THEN 460
465 IF A$<>"M"THEN 460
470 GOTO 15
600 PRINT"(CD)(CD)(CD)RETURN TO MENU = (RV)F 4"
601 GET A$:IF A$=="THEN 601
602 IF A$<>"(F4)"THEN END
603 IF A$=="(F4)"THEN 15
700 PRINT"(SC)(CD)"
701 PRINT"      ADD TO INVENTORY LIST"
702 PRINT"(CD)(CD)ENTER THE ITEMS YOU WHICH YOU WISH TO"
703 PRINT"THE INVENTORY LIST. ENTER 'DONE' WHEN":PRINT" FINISHED(CD)"
704 FOR I=LN TO 2000
705 IF LN>2000 THEN
706 INPUT"ITEM NAME";N$(I)
707 IF N$(I)="DONE"THEN
708 INPUT"VALUE $";V(I)
709 RETURN

```

READY.

* ARCHON *
* A review by *
* Jeff Leyser *

[From the CompuServe Commodore SIG, June 84 64th Dimension Newsletter]

I don't know how many of you live in Cleveland, Ohio (I don't know how many of you would want to...) but the weather here has been the pits! Nothing but rain and cold! So what's a person to do in their spare time? Well, this one has been spending most of it playing Archon, by Electronic Arts.

Archon is, simply put, GREAT! I have yet to find a better game, either for my 64, or in the arcades. EA (Electronic Arts) has found the perfect balance between action and strategy.

At first glance, the game seems to be a variant of chess. The strategy board looks just like a chess board, and there are two sets of "icons" (usually called "men" in other games) set up on opposite sides of the boards. On closer examination, however, you notice the sides are not the same! And these are NOT chess men! On the Light, or white side, there are Unicorns, a Phenix, a Djinni, a Wizard, a couple of Archers, two Golems, and a slew of Knights. The Dark side has a bunch of Goblins, a Shapeshifter, Basilisks, a Sorceress, one Dragon, a couple of Banshees, and two Trolls.

If you let the game sit long enough, the computer will begin to play the game all by itself! But let's not do that. Instead, use the F-keys to decide on the number of players, which side the computer takes (if it is playing), and which side goes first. Finally, hit F7, and away you go! A moment later, a box appears on the side who's turn it is to move. Move the joystick, and the box moves. Place the box over the piece you wish to move, hit the button, and the joystick moves that piece, rather than the box. Each piece has a specific method and distance of movement. Some walk, some fly, and some transport. If you move a piece on to an already occupied square, you are magically transferred to the arena.

It is here on the battleground that Archon becomes much more than chess. For, in this dreadful area, you fight for your life, and ownership of the square. Here (rather than on the strategy board) the differences in icons become pronounced. Some creatures ain't just good fighters! And some are darn near unbeatable! It takes time to know your pieces, and skill to use them right. Should you decided to play the computer, you gonna get creamed for a while. But you will learn your pieces, and the computer can be beat. I've done it, but it took me a few weeks, and about a hundred games (I am NOT kidding).

It is the way that the strategy board, and the battleground interact that makes Archon so addicting. On the strategy board, the colors of the squares change through a rotational pattern. The closer a square

is to the piece sitting on it, the more powerful the piece will be in the arena. Should a white knight challenge the black dragon on a white square, the powerful dragon could see his maker a lot sooner than he would have imagined!

Another aspect available in Archon that is not found in chess is spells. Both the Sorceress and the Wizard have an arsenal of offensive and defensive spells. They can heal, bring back a dead icon, or transport a piece across the board, to name a few. There are five "Power Points" on which magic will not work, however. And should one player control all five of these points he will win him the game.

The game, like most, is not perfect though. This one has a bug, a BIG bug. It cheats! You can not "Revive", or bring back, an icon that is still on the board. Well, the computer did just that to me! I have sent a letter to EA, and will let you all know what happens.

Other than that one bug, I am in love! It was all I could do to stop playing the game to write this review! If you don't already have Archon, buy it! It is priced somewhere around \$35, and worth every penny.

The Sysco's Corner
by Jim Wright

Well, I'm back, and have a few things to talk about. The reason my column didn't appear last month, as promised, was due to a business trip to Kansas City, where in addition to my business, I mixed in a little pleasure by going to a meeting of the Commodore Users Group of Kansas City. There, modems are all the rage, and it seemed like everyone was into telecommunications, and about 1/4 of the membership had either run or was currently running a Bulletin Board. In fact, I had the opportunity to talk to Rich Buchanan, author of the HAL BBS, the program that was used by the Hackers Message System, and is currently being used by the Flash BBS. We discussed some of the features and shortcomings of the program, and thought up some modifications for future versions. Rich gave me a copy of the HAL BBS to place in our club's library, which I have done. Anyone interested in getting a copy, please see Tom Metzger. For a public domain board, it isn't bad.

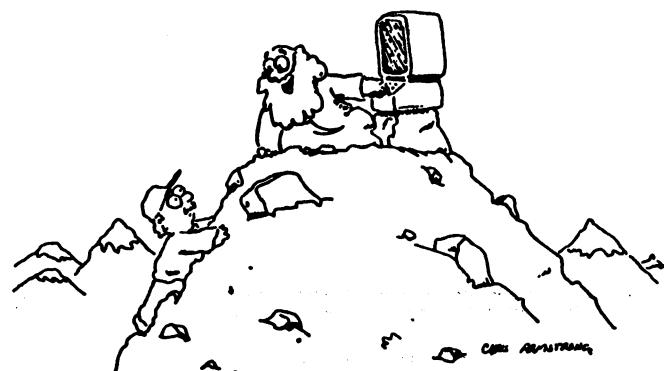
Back home now, I've had a chance to make a few changes of my own to the BBS, and have a few more in mind. For those of you who aren't currently on the system, the program had a small problem of eating peoples files. I finally found the bug that had given it the hiccups, and all is again well. However, the GCC section hasn't shown a whole lot of activity, but I expect that to pick up more in the next few weeks.

If things go well, a second line may be added by June. I am working on a networking system of my own, which will incorporate a RAM disk for communications between the two computers. For those of you unfamiliar with RAM disks, it is basically a bank of memory set aside for file storage

or for variables. This method is used quite often on PC type machines, and there is even a RAM disk card for the 64. Mine will (hopefully) be expandable to any size I wish, simply by plugging in another row of 64K chips, which would cost about \$24.

Next month, I will discuss file transfers via modem, and talk a bit about some of the protocols currently being used and how you can use them to get programs from other boards or even off of Compuserve.

END OF LINE...



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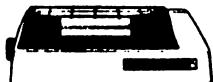


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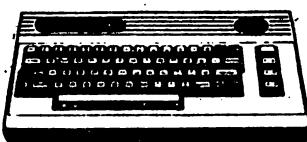
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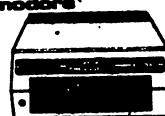
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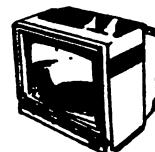
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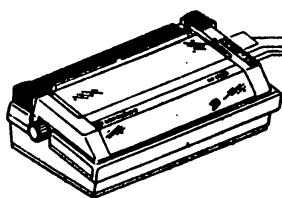


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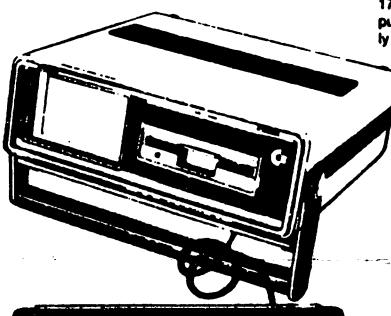


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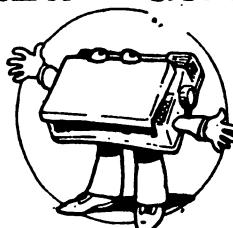
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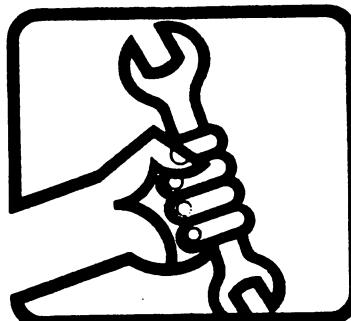
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ML TRACER
by Steve Teegarden

```

10 GOSUB6000
35 POKEA,0:POKEX,0:POKEY,0:POKEP,52:POKES,255
40 PRINT"START ADDRESS (HEX1)":H$="C000":INPUTH$
45 H$=RIGHT$(H$,4):GOSUB1500:B=0:PRINT"ANY KEY TO STEP"
50 GOSUB 7000:D=FRE(0)
55 PRINT:C=PEEK(B):D=B:GOSUB2000:PRINTH$";
60 POKEOP+1,234:POKEOP+2,234
70 D=C:GOSUB2000:PRINTRIGHT$(H$,2)^(SS$)';
80 IFR$(C)="THENPRINT"INVALID OPCODE":PRINT:GOT035
90 R$=LEFT$(R$(C),3):PRINTR$(SS$)":POKEOP,C:B=B+1
100 IFR$="BRK"THENPRINT:GOT035
110 US=RIGHT$(R$(C),1):IFU$=" THENGOSUB200:GOT050
120 ONASC(U$)-64GOSUB300,400,500,600,700,800,900,1000,1100,1200,1300:GOT050
199 REM > IMPLIED MODE<
200 IFR$="RTS"THENGOSUB4000:B=D:GOSUB4000:B=D*256+B+1:GOSUB5005:RETURN
203 IFR$()>"RTI"THEN208
205 GOSUB4000:POKEP,D:GOSUB4000:B=D:GOSUB4000:B=D*256+B:GOSUB5005:RETURN
208 IFR$="SEI"ORR$="CLI"THENGOSUB5005:RETURN
210 GOSUB5000:RETURN
299 REM >ABSOLUTE MODE<
300 PRINT"#"":GOSUB2500
310 IFR$="JMP"THENB=PEEK(OP+1)+PEEK(OP+2)*256:GOSUB5005:RETURN
320 IFR$()>"JSR"THEN340
330 B=B-1:D=INT(B/256):GOSUB3500:D=B-INT(B/256)*256:GOSUB3500
335 B=PEEK(OP+1)+PEEK(OP+2)*256:GOSUB5005:RETURN
340 GOSUB5000:RETURN
399 REM >IMMEDIATE MODE<
400 PRINT"#"":GOSUB3000:GOSUB5000:RETURN
499 REM >ZERO PAGE MODE<
500 PRINT"#"":GOSUB3000:GOSUB5000:RETURN
599 REM >ABSOLUTE,X
600 PRINT"#"":GOSUB2500:PRINT",X":GOSUB5000:RETURN
699 REM >ABSOLUTE,Y
700 PRINT"#"":GOSUB2500:PRINT",Y":GOSUB5000:RETURN
799 REM >(INDIRECT,X)<
800 PRINT"#"":GOSUB3000:PRINT",X":GOSUB5000:RETURN
899 REM >(INDIRECT),Y<
900 PRINT"#"":GOSUB3000:PRINT"),Y":GOSUB5000:RETURN
999 REM >ZERO PAGE,X
1000 PRINT"#"":GOSUB3000:PRINT",X":GOSUB5000:RETURN
1099 REM >ZERO PAGE,Y<
1100 PRINT"#"":GOSUB3000:PRINT",Y":GOSUB5000:RETURN
1199 REM >RELATIVE JUMP<
1200 PRINT"TO ";D=PEEK(B):B=B+1:D=D+(D>127)*256:D=B:D:B=0
1210 GOSUB2000:PRINT"#"H$;BH=B\INT(C/64)):BC=BANDPEEK(P)
1220 IFBC=(INT(C/32)AND1)*BNTHENB=B1
1230 GOSUB5005:RETURN
1299 REM >INDIRECT JUMP<
1300 PRINT"#"":GOSUB2500:PRINT")";B=PEEK(OP+1)+PEEK(OP+2)*256
1310 B=PEEK(B)+PEEK(B+1)*256:GOSUB5005:RETURN
1499 REM > HEX TO DEC <
1500 D=0:FORI=1TOLEN(H$):J=ASC(MID$(H$,I,1))-48:D=D+H+J+7*(J>9):NEXT:RETURN
1999 REM > DEC TO HEX <
2000 H$=""":FORI=1TO4:E=INT(D/H):J=D-E:H$=CHR$(J+48-7*(J>9))+H$:D=E:NEXT
2005 RETURN
2499 REM > 2BYTE OPERND <
2500 D=PEEK(B+1):POKEOP+2,D:GOSUB2000:PRINTRIGHT$(H$,2)":GOSUB3000:B=B+1:RETURN
2999 REM > 1BYTE OPERND <
3000 D=PEEK(B):POKEOP+1,D:GOSUB2000:PRINTRIGHT$(H$,2)":B=B+1:RETURN
3499 REM > PUSH <
3500 J=PEEK(S):POKEML+S12+J,D
3505 IFJ=0THENPRINT:PRINT"WARNING: STACK OVERFLOW":J=256
3510 POKE,S,J-1:RETURN
3999 REM > PDP <
4000 J=PEEK(S):D=PEEK(ML+S13+J)
4005 IFJ=255THENPRINT:PRINT"WARNING: STACK UNDERFLOW":J=-1
4010 POKE,S,J-1:RETURN
4999 REM > EXECUTE ONE INSTRUCTION <
5000 SYSML+23
5005 PRINT:FORK=0TO4:D=PEEK(A+K):GOSUB2000
5010 PRINTMID$(A,X=1,Y=1,S=P",J+K+1,3);PRINTRIGHT$(H$,2)":NEXT:PRINT:RETURN
5999 REM > INITIAL STUFF <
6000 ML=2#4096+8*256
6001 A=ML+240:X=A+1:Y=X+1:S=Y+1:P=S+1:H=16:OP=ML+92
6002 DIMR8(255):DIMBM(3):FORI=0TO3:READB:BM(I)=B:NEXT
6003 FORT=0TO255:READR$(T):NEXT
6004 READR$:IFR$()>"END"THENPRINT"ERROR IN OPCODES":PRINT"CHECK FOR TYPO'S":END
6005 I=0:FORI=ML+164:READB:POKEI,B:I=I+8:NEXT
6006 IFI()>17737THENPRINT"ERROR IN ML DATA":PRINT"CHECK FOR TYPO'S":END
6010 SYSML

```

```

6015 PRINT"(SC)(CD)(CD)(CD)(CD)(CD)(CD)(CD)(CR)(CR)(CR)(CR)(CR)6502 ML TRACER(CD)(CD)(CD)(CD)"
6020 RETURN
6999 REM > PAUSE <
7000 GETAS:IFA$="THEN7000
7010 IFA$="A"THEND=B:L=2:GOSUB7100:B=D:GOT07000
7020 IFA$="X"THEND=PEEK(A):L=2:GOSUB7100:POKEA,D:GOT07000
7030 IFA$="Y"THEND=PEEK(Y):L=2:GOSUB7100:POKEY,D:GOT07000
7050 IFA$="S"THEND=PEEK(S):L=2:GOSUB7100:POKES,D:GOT07000
7060 IFA$="P"THEND=PEEK(P):L=2:GOSUB7100:POKEP,D:GOT07000
7070 RETURN
7100 PRINT"#"":GOSUB2000:INPUTH$;H$=RIGHT$(H$,L):GOSUB1500:RETURN
9000 DATA128,64,1,2
10000 DATABRK ,DRAF,,,ORAC,ASLC,
10001 DATAPHP ,DRAB,ASL ,,,ORAA,ASLA,
10002 DATAPPJ ,DRAG,,,ORAH,ASLH,
10003 DATACLC ,ORAE,,,ORAD,ASLD,
10004 DATAJSRA ,ANFD,,,BITC,ANDC,ROLC,
10005 DATAPLP ,ANDB,ROL ,,,BITA,ANDA,ROLA,
10006 DATABMIJ ,ANDG,,ANDH,RDLH,
10007 DATASEC ,ANDE,,,AMDD,ROLD,
10008 DATARTI ,EDRF,,,EDRC,LSRC,
10009 DATAPHA ,EDRB,LSR ,,,JMPA,EDRA,LSRA,
10010 DATAVCJ ,EDRB,,EDRH,LSRH,
10011 DATACLJ ,EORE,,,,EDRD,LSRD,
10012 DATARTS ,ADCF,,,,ADCC,RDRC,
10013 DATAPLA ,ADCB,RDR ,,,JMPK,ADCA,RORA,
10014 DATABVSJ ,ADCG,,,,ADCH,RORH,
10015 DATASEI ,ADCE,,,,ACCD,RORD,
10016 DATA,STAF,,STYC,STAC,STXC,
10017 DATADEY ,,TIA ,,STVA,STAR,STXA,
10018 DATABCCJ ,STAG,,STYH,STAH,STXI,
10019 DATAATYA ,STAE,TIX ,,,STAD,,,
10020 DATA LDYB,LDAF,LDXB,,LDYC,LDAC,LDXC,
10021 DATAAY ,LDAB,TAX ,,LDY,A,LDAA,LDXA,
10022 DATABCSJ ,LDAG,,LDYH,LDAH,LDXI,
10023 DATA CLV ,LDAE,TSX ,,LDYD,LDAE,LDXE,
10024 DATA CPYB,CMPF,,CPYC,CMPC,DEC,
10025 DATAINY ,CNPB,DEX ,,CPYA,CNPA,DEC,
10026 DATABNEJ ,CNPB,,,,CNPB,DEC,
10027 DATA CLD ,CNPE,,,,CNPB,DEC,
10028 DATA CPXB,SBCF,,CPXC,SBC,INCC,
10029 DATAINX ,SBCB,NOP ,,CPXA,SBCA,INCA,
10030 DATABEIJ ,SBCG,,,,SBCI,INCI,
10031 DATASED ,SBCE,,,,SBCD,INCD,
10032 DATAEND
20000 DATA162,0,181,0,157,0,41,189
20001 DATA0,1,157,0,42,189,0,2
20002 DATA157,0,43,232,208,236,96,120
20003 DATA162,0,181,0,168,189,0,41
20004 DATA149,0,152,157,0,41,189,0
20005 DATA1,168,189,0,42,157,0,1
20006 DATA152,157,0,42,189,0,2,168
20007 DATA189,0,43,157,0,2,152,157
20008 DATA0,43,232,208,213,186,138,174
20009 DATA243,40,154,141,243,40,172,242
20010 DATA40,174,241,40,173,244,40,72
20011 DATA173,240,40,40,234,234,234,8
20012 DATA141,240,40,104,141,244,40,142
20013 DATA241,40,140,242,40,186,138,174
20014 DATA243,40,154,141,243,40,162,0
20015 DATA181,0,168,189,0,41,149,0
20016 DATA152,157,0,41,189,0,1,168
20017 DATA189,0,42,157,0,1,152,157
20018 DATA0,42,189,0,2,168,189,0
20019 DATA43,157,0,2,152,157,0,43
20020 DATA232,208,213,186,174

```

Making Music

by Tom Metzger

There are a lot of music programs floating around out there. Many seem to be defective when all they need is a boot. Before scratching your only copy of a favorite selection, try one of the following to make it work.

First and easiest is to type in the following:

```
load "program name",8,1<return>
new <return>
sys30120
```

If this works, you may want to add the program to a menu driven boot. Here's how anyone can build a custom music boot.

Load the jukebox program from the March D.O.M. Note that the first character in the name is a graphics character, so either load it from the directory or load "?jukebox". Next, list lines 400 to 700 by typing

```
list400-700<return>
```

Note that this is a listing of the music selections the jukebox will play. You can add, delete or modify the menu in this area of the program, and then save the program on a disk with the music programs you have listed. You now have your own customized jukebox system. If you want to further customize your program, list the beginning of the program and change the name on the jukebox graphics, the way I did for the D.O.M.

The jukebox program has the advantage of good graphics and the ability to accept a number of selections or repeat selections. It also has the disadvantage of being incompatible with most programs which have their own graphics. To demonstrate this, load and run the jukebox program on the March disk and then try to play "Over the Rainbow".

Now, get out your February D.O.M., and load and list the program called "menu". You will find the menu entries begin on line 30600, and the loader starts on line 32200. List line 30600 and change the title to

"Somewhere". Next list line 32200 and change the title to "over the rainbow". Now run the program and note the first selection.

If you now select 1 and hit <return>, the program will crash. This is because the program that "menu" is trying to select must be on the disk that is in the drive when you hit <return>. Similarly, the program name on the disk and the program name in line 32200 must be exactly the same. Therefore, make sure the names are the same, insert the March disk and select number 1. The name in the menu list--line30600--does not match, and it need not.

You now know how to build a custom loader program for music programs which include graphics. Have fun!



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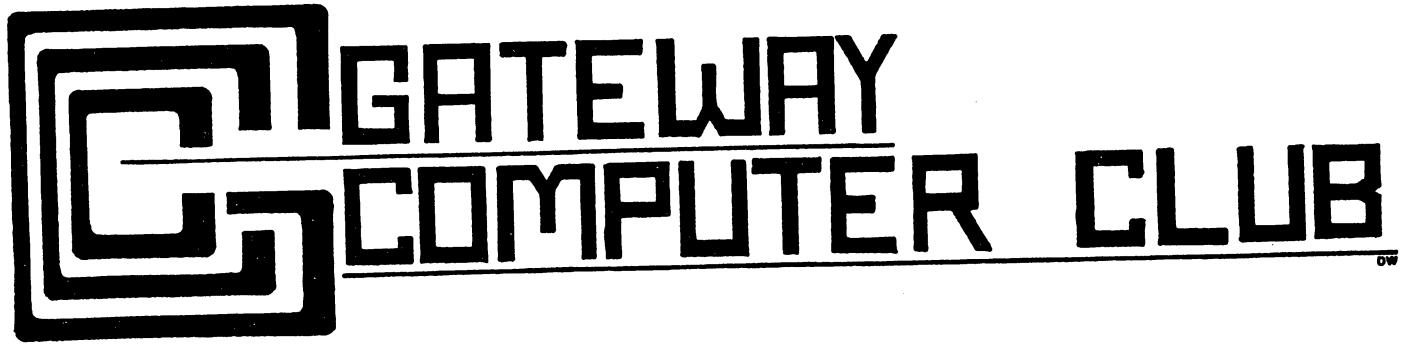


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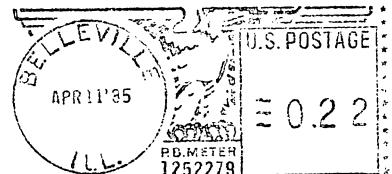
MON. - FRI 9 TO 7

SATURDAY 9 TO 5

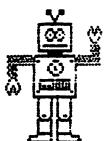


G A T E W A Y

APRIL 1985 VOLUME 2 NUMBER 4



PO BOX 207
BELLEVILLE IL 62222



EDITORS VIEW

THE G. C. C. GAZETTE

EDITOR: Joel Minto

THE GAZETTE is published monthly by the GATEWAY COMPUTER CLUB as a membership service. Please direct all submissions and advertising to 1451A Galaxy Scott AFB, IL, 62225. Camera ready advertising must be received by the 15th of each month to be included in the issue of the following month. Rates are as follows: Full page- \$39.99, half page- \$15.99, quarter page- \$7.99.

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THE CLUB

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Well I have finally returned from all of my wanderings and mischief. Many thanks to those who were good enough to see that the newsletter did not die in my absence.

Once again I believe we have a very good and informative newsletter for you. There is a good review of print styles by Bill Eardley as well as articles by all the board members and other goodies that I came across in my wanderings. While I am talking about some of those choice goodies you see each month, I need to apologize to those clubs from which articles were used without giving them credit. It was my fault for not making that clear to those folks that published the newsletter for me, yet even so as Editor it is still my responsibility. So to the St Louis Pet Users Group, and the MCDONNELL DOUGLAS Recreational Computer Club, my apologies and my thanks for the good articles that have helped to make our newsletter better. In the future I will pay special attention to the credit section.

As you may have noticed some of the printing in this newsletter is different. This is due to a new program I got my hands on called "FONTMMASTER". It is both a simple word processor and a combination of new fonts for some interesting effects. Come to the meeting and I'll be glad to demonstrate it for you. With all of these new fangled programs its hard not to put out a good looking newsletter.

Also featured this month in the demo session will be yours truly. I will show all that come exactly what I don't know about word processing. Funny about presenting any topic you tend to learn more about it than you probably wanted to know in the first place. I will be talking about EASY SCRIPT, and PAPERCLIP two of the more popular word processors. So be sure to come and see your editor try to explain word processing to you. Well I seem to have gotten a bit longwinded. See you all at the meeting and until then keep computing.



FROM THE TOP

With the problems of 1984 behind us, we can look forward to spring and summer. And speaking of summer, if any of you know about any computer camps, please let me know. I want to make a list to put in the newsletter next month.

Also, looking ahead, we are going to start some new things to help stimulate interest at the general meetings. To begin with, we will start three new sigs (SINGLE INTEREST GROUPS). The first will be a beginners group. This group will be for those who are brand new to computing, and will be headed up by DR. Gary Vogel. The second will be on telecommunications and headed up by our very own SYSOP, Jim Wright. And the third will be on machine language programming. At the last meeting Dale Wentz said he wanted to get this group started. If anyone else is interested in starting a new sig, just get in touch with me and we will get it going.

At the next meeting will handle John's corner a little differently. So that the newer members don't feel embarrassed, or overwhelmed by the more sophisticated questions, we will take the questions in written form. If you have a question you would like answered, write it down and give it to me before the meeting or during the breaks. John will answer those in written form first (and probably only those). Then we will break up into sigs.

At the last executive board meeting it was decided that we need to pump a little blood into the general meetings. What we need is a program committee to seek out and recruit local talent to give talks at the general meetings. We would like to put together a committee of three or more people to find these people and contact them. We would then build the meetings around these speakers. Again, if interested, contact me and we will get started.

VINCE LE PES
PRES. G.C.C.

FIRST QUARTER FINANCIAL REPORT

by

Gary Vogel, Treasurer

The following is a brief summary of the income and expenses for the period of January 1, 1985 thru March 31, 1985. If any club member has any specific questions concerning the Club's finances please contact me at 235-1837.

Income:

Opening balance.....	\$1131.00
All disk sales.....	\$1517.00
Advertising.....	\$ 120.00
Membership.....	\$ 840.00
Disk directories.....	\$ 45.00
Raffle.....	\$ 33.00

Total.....	\$3686.00

Expenses:

Disks purchased.....	\$1800.00
Postage.....	\$ 109.15
Printing.....	\$ 431.50
Equipment purchased.....	\$ 154.05
Misc.....	\$ 59.88

Total.....	\$2554.58

Current balance: Income....	\$3686.00
Expenses..	\$2554.58

	\$1131.42

As you can see, financially the club is quite sound. In addition to the above balance, we have about 900 blank disks in inventory.



LOOKING

OVER THE SECRETARY'S DESK

COMPUTERS-It appears as if the "Fine in Advance" system will work to maintain orderly meetings as far as the computers are concerned. I hate those kinds of tactics, but they seem to be the only methods that work...at least so far. On the subject of computers, for NEW member information, you can bring your computer to the meetings, use your current membership card to check out disks from the Library, and copy them on a no-charge basis (read FREE). Of course there is a catch-You must pay \$5 when you hook up the computer, turn it OFF during the business meeting, and if you followed that one simple request your \$5 will be cheerfully refunded at the end of the meeting.

BLANK DISKS FOR \$1-That's right, last meeting blank disks sold for \$1 each-WOW!!! The board decided to feature a special just for those people that take the time to attend the meetings. What about the APRIL meeting? Well, we won't sell blanks for \$1, but there will be a special offer that's for sure. Oh-bring your membership card, no card...no special, and NO EXCEPTIONS! (of course you can join that night)

JOEL-Our beloved editor-in-chief, will be our featured speaker, and he will explain "Word Processors", like "Easy Script" which is what this column is typed with (that and nimble fingers).

COMMITTEE-We need a group of people to reach out and touch someone, that is to recruit speakers to enlighten our meetings. With the large attendance we have, it is possible to get people from other areas to entertain us, but we need a couple of people to make a few contacts. If you are interested call the BBS and let Vince know, or get in touch with any board member. Please, it's your club, why not take an ACTIVE interest.

BYLAWS-If you missed the last meeting, there was a motion made and carried to amend the bylaws, to include an annual audit by three club members outside the framework of the board at the time of the new

Treasurer installation.

FLOGGING-Also, if you missed the last meeting, Joel offered to be publicly flogged for being late with the newsletter. Before any of us could find a whip, he conveniently changed the subject...darn, I always wanted to attend a public flogging. OVERHEARD-after the meeting several people were overheard mentioning tar and feathers in conjunction with "late newsletters". Come on guys, he really does a heck of a job...Maybe if you stopped griping and offered to lend a hand...remember, IT'S YOUR CLUB!

DUES-If you send your dues in by mail, please send the following info: Equipment, Membership #, Permission to Publish or Withhold your information, Phone #, Mailing Address. This is extremely important since we have been asked to give Commodore a list of current members in return for membership status in their nationwide User Group. (More information later).

DONE-Yep, that's it for another month. With luck I'll be able to get Joel on my modem and feed him this article...see, it's that easy to get a byline in the newsletter. Why not write a column next time you load "Easy Script" in your '64. See Ya at the meeting.

Rich Fisher, Sec'y

NEW MEMBERS-

All of us at the Gateway Computer club would like to welcome to the fold the following new members:

Cook, Kermit S. Jr
Cullen, Larry
Doyle, Melvin J.
Hursey, John
O'Keefe, Michael J.
Thomas, Gary
Wright, Patricia

TELECOMMUNICATIONS - PART 2

by

Dr. Gary Vogel

After my inspiring article on telecommunications two months ago, I'm sure you've all gone out and purchased your modems. And now you are probably wondering what to do with this thing. Many people seem to be intimidated by the huge data base services such as Compuserve or The Source. If you have tried some of the local bulletin board services (called BBS), you've probably gotten an endless series of busy signals in attempting to log on. Now you know why I encouraged you to buy a modem with auto redial capabilities.

In this article I'll review a local Bulletin Board Service called Com Central. Like many new modem owners, you probably dreamed of the day you'd plug in your new gadget and be able to call the big time BBS's such as Compuserve or The Source. However, after your first phone bill you probably said never again!! So if you're new to telecommunications, a word of advice - learn how to use a local BBS first. They are either free or charge a minimal monthly fee (\$1 or \$2). Learn how they operate, what they can do and cannot do, how to upload and download, how to move from one menu to another, etc. Once you're comfortable with the local BBS, then go for the Big Time! This way you won't be spending a lot of time and money trying to figure out how a BBS works. Remember, in the Land of Compuserve, time is literally money!

COM CENTRAL can be accessed at (618)-235-3555. COM CENTRAL is owned by Software or Systems, a local computer store, and the Sysop who wrote the program that runs the board is Jim Wright. To access this free board simple call the number. New members will be asked some basic information about address and phone number. This information is verified and within a few days a ID number is issued. With this number you will gain access to Board.

At this point, the main menu will be displayed:

- | | |
|--------------------|------------------|
| (1) Chat w/sysop | (8) Mail room |
| (2) Logoff | (9) Member List |
| (3) Upload | (A) Other Boards |
| (4) Download | (B) Time/date |
| (5) Help | (C) Line Feeds |
| (6) Information | (D) Expert User |
| (7) Bulletin Board | (E) Feedback |

Simply choose an option.

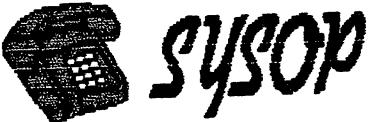
COMM CENTRAL offers several types of bulletin boards. If option (7) is chosen, this submenu appears:

- | |
|-----------------------------|
| (1) General board |
| (2) Classified ads board |
| (3) Store board |
| (4) Games board |
| (5) Gateway club board |
| (6) Debate board |
| (7) Jokes and riddles board |
| (8) Adult joke board |
| (0) Return to main menu |

Again, simply choose an option. As you can see BBSs are menu driven. All you need to do is follow the directions and the board will take you from one place to the next.

COMM CENTRAL is an excellent Bulletin Board. It is well managed, runs 24 hours per day, and is constantly growing and offering new options. Best of all it is FREE! It is also a busy board. In the evenings expect numerous busy signals. Once on the board, your time is limited to 30 minutes.

So after dialing for only 15 minutes, you finally got lucky and reached Comm Central. What does one do on a bulletin board? Like any bulletin board, you can check for messages, leave messages for other people, ask for opinions, or get unanswered questions answered. For example, if you are hopelessly lost in the maze of Zork I, you might post a message on the Game Board at Comm Central and ask for help. Someone out there will probably have the answer and will post it for you on the board. Boards can also be a source of new programs that the Sysop periodically posts. If you find a program that interests you, simply download it from the board. Bulletin Boards are an electronic meeting place. They are a means of comparing ideas, exchanging information, and meeting new people



Well this month as promised I'll be talking about modem transfer protocols, in particular, XMODEM Protocol. To start, what is a protocol, anyway?

A protocol is a method of transferring data. All systems involved must be using the same protocol for the transfer to take place. Put simply, the protocol transmits a chunk of data, asks the receiving end if all is well, and then does one of three things. (1) If all is well, the next chunk is sent. (2) If an error occurred, the chunk of data is resent. (3) The transfer is aborted. This normally happens after a preset number of errors has occurred.

One of the most common protocols is XMODEM Protocol. There are others, however. Punter Protocol is popular with some of the older Commodore users, but is just a variation of XMODEM, but slower. Compuserve, a nation-wide BBS, has

several of it's own protocols, in addition to XMODEM. So since XMODEM is used on Compuserve, in addition to so many other boards, this is the protocol I have decided to add to the Bulletin Board. What follows is a detailed description of how XMODEM works. Those of you not interested in how XMODEM works can skip the following five paragraphs.

The following abbreviations will be used for ASCII codes: ACK = chr\$(6), NAK = chr\$(21), EOT = chr\$(4), CAN = chr\$(24). These stand for acknowledged, not acknowledged, end of transmission and cancel, respectively.

We will assume both computers are ready to begin the transfer, since this will vary according to programs used. The receiving computer sends out an initial NAK, and the transmitting computer sends the first block of data. This block is

divided up into the following parts. The first byte is always a chr\$(1). The second byte is the block number. The third byte is 255 minus the block number. The third byte is created for use in the checksum which determines if the data is intact. The checksum is simply all the ASCII codes of the data added together. The checksum for the first three bytes is always 0. EX. The first 3 bytes in decimal for block# 4 would be 1, 4, 251. Adding these gives $1+4+251=256$, which, in binary, is 0. (Those of you not familiar with binary arithmetic will have to trust me on this one!)

The next 128 bytes are the actual data being transmitted. The last byte, #132, is the final checksum of the entire block. If the receiving computer comes up with the same checksum, an ACK is sent by the receiving computer, and the next block is sent. Somewhere along the line the data received is saved to disk.

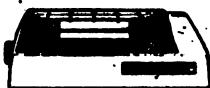
Normally, nothing goes wrong in the transfer and the above description works just fine. However, life isn't that simple. What happens if the checksums don't match? Well, in that case an NAK is sent to the transmitting computer, which then resends the block of data. Normally 10 NAKs will cause the transmission to be aborted, depending on the software you are using. A noisy phone line could cause a lot of problems. There is one other problem that could occur. The transmitting computer may not receive the ACK signal to send the next block. If it doesn't receive the signal in roughly 10 seconds, the block is sent again. If the receiving computer, while checking the block number (byte #2), discovers it already has this block, the block is discarded and things pick up where they left off.

SOFTWARE OR SYSTEMS

2503 LEBANON AVE. (SHILOH RD.) BELLEVILLE, IL 62221
235-9710

New low prices on Commodore

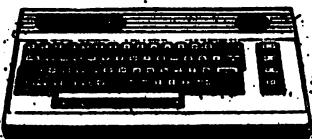
NEW LOW PRICE!



MPS802 Bi-Directional Printer. 90 column, dot-matrix printer prints upper and lower case letters.

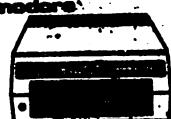
Commodore 64

NEW LOW PRICE!



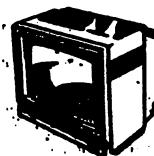
Commodore

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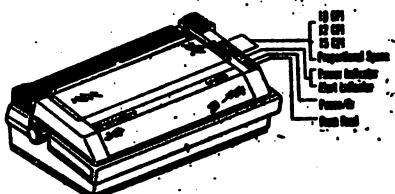


VIC1541 Disk Drive. Provides high capacity storage and retrieval on standard 5 1/4" computer disks. 170K capability. Takes no computer memory and connects directly to VIC20, C64, and Plus/4.

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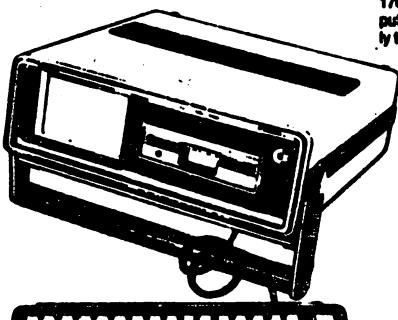


1702 14" Electronic Color Video Monitor. Offers computer enthusiasts outstanding picture resolution. VCR compatible, tool includes D-pin connector.



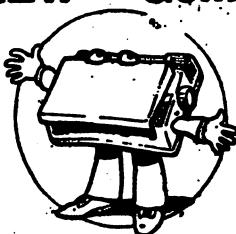
DP8120 DP81101 Daisy Wheel Printer. Bi-directional impact daisy wheel, upper and lower case, letters, numbers and symbols, 18 CPS, compatible with C64, VIC20, and PLUS/4.

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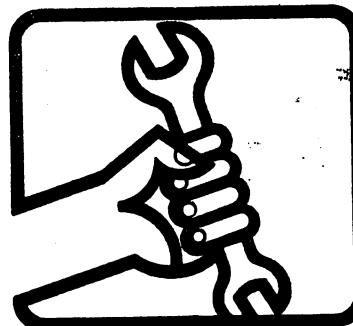
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YOUR COMMODORE HEADQUARTERS**

SYSOP CONT

Finally, after all blocks have been sent, the sending computer sends a EOT. Since this is (to the receiving computer) the first byte of data, it is checked to see if it is a chr\$(1). If not, an error occurs unless it is an EOT or CAN.

Whew! Those of you interested in XMODEM can pick up a copy of the Disk Of the Month, where I have placed a copy of a very good XMODEM terminal program. It isn't documented very well, but using the description above may make it a bit more readable.

That about wraps it up for this month. Next month, I'll probably just ramble on since that's what I usually do anyway, but who knows, I may have a new and exciting topic by then! I hope to be getting a few ideas at the next meeting. See you there!

Jim Wright, SYSOP, GCC

P.S. Check elsewhere in this newsletter for a list of SIGs that will be forming!

SIGs FORMING

This month, we will be starting something new for the club called SIGs. What are SIGs, you ask? SIG stands for Special Interest Group. A SIG can be for any interest, such as Assembly Language, telecommunications, programming, word processing, etc. In short, anything we do or talk about in the club can be a SIG.

SIGs forming at the April meeting will be one on telecommunications, headed by Jim Wright, one on Assembly Language headed by Dale Wentz, and a beginners group, for those of you new to the club, computers, or both, headed by Gary Vogel.

More SIGs will be forming at the meeting. To form a formal SIG, please contact Vince Le Pes.

TELECOMMUNICATIONS CONT.

without ever leaving your computer terminal.

The Belleville area offers several other Boards. Unfortunately, I don't have the space to detail them all. I will give you their names and numbers: (If any Sysops from these boards would like to write a brief summary of what their BBS offers, it would be most welcomed.)

TPS Sales 618-234-4243
(This board is only intermittently active)

Town Crier..... 618-235-2810
(\$5.00 per year)

Warlock's Castle. 618-345-6638
(A good board from what I hear, cost \$12.00 per year, Very busy, difficult to get onto)

The Crypt..... 618-654-7702
Computer Station. 618-877-8080

This should keep you busy for at least a week. Next month I'll review Compuserve in some depth and give you a few other phone numbers of some interesting but expensive data bases.

GAME PLAYERS

At the last meeting game players were asked to sign a sign-up sheet. Three people signed up. In talking to people it seemed a lot more people were interested in a game contest. We can have a contest but we need more players. Language, If you would like to enter a contest for basic fun (and profit?) call Earl Salmons at 397-5029.

MEMBERS ADS

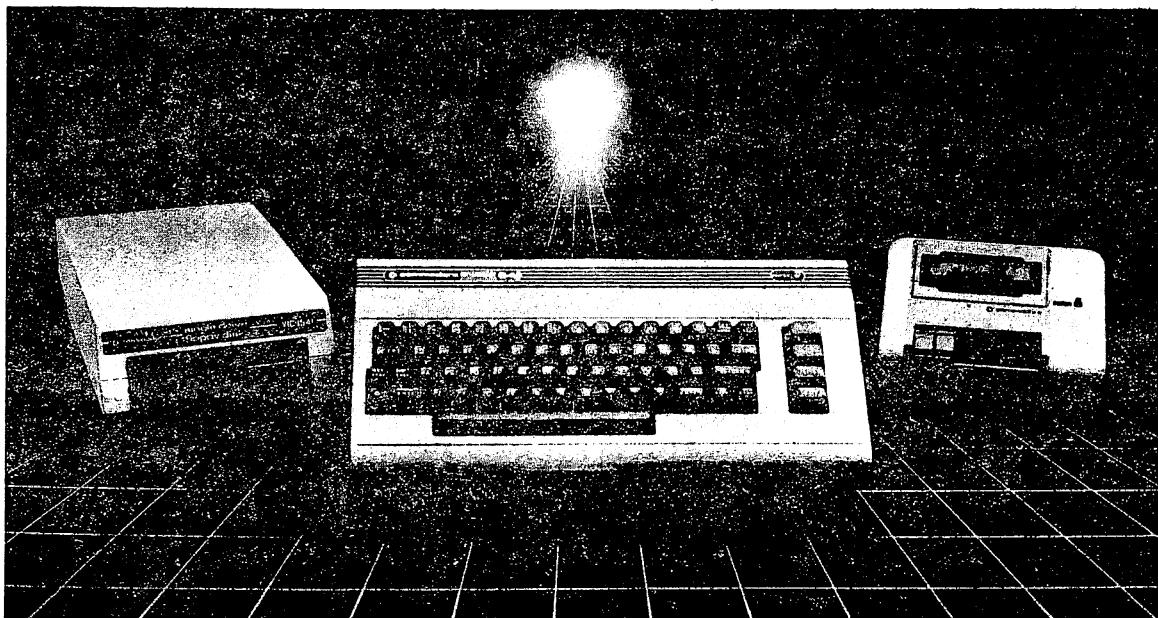
For sale: Model 1600 Modem. still in the box - new - never used. Warranty, 1 free hour CompuServe plus VIC & 64 Term on tape. \$50.00
Robert L. Cook
1628 N17th, Belleville, 235-3198

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MON. - FRI 9 TO 7

SATURDAY 9 TO 5

Easy Script-Epson-MW350-Card? PRINT STYLES by Bill Eardley

People are constantly asking me, "How do they get all those print styles in the GAZETTE?". The answer is easy once you have explored your printer. Yes it takes time to figure all the options out but it really is worth it. Below are the standard commands to use with two different printer interfaces using Easy Script and an Epson printer. Yes, different printers or word processors will give different results. The first command in each review sets the print style and the second cancels it. If you ask why I didn't use the command mode of Easy Script documentation, page 8-10, it was because this mode only allows for ten commands. With one command used to turn on and one command to turn off you only have 5 print styles. The MW350 set in transparent mode will be reviewed followed by the Card? (A,B,or G).

(some of these commands I could not duplicate on an OKIDATA ED.)

MW350 - Transparent Mode

F1[and F1]

ENLARGED-DOUBLEWIDE

(sometimes called enhanced)

F1(and F1) EMPHASIZE (does not work on italics-use double strike)

F1; and F1: UNDERLINE

F1 and F1x DOUBLE STRIKE (Does not work on ELITE use EMPHASIZE)

F1)F1 and F1 CONDENSED TEXT

F1^M and F1^p will give elite text.

F1^4 and F1^5 alternate (sometimes called italics)

For setting mice size type use a command line as follows: F3 0=83:1=1:2=84
then use F1^F10 F1^F1 1 and F1^F1 2

These eight (8) type styles can be used together to get about nineteen (19) styles of print. For example you can put doublewide + alternate + emphasize. Try different combinations

to suit your needs. Some styles such as condensed, doublewide, and mice effect margins because they are of different widths. Underline must be stopped and started for each new line because it does not honor the left margin settings. If you are using a printer which is a Gemini which uses Epson commands you may not be able to mix some of the print styles on the same line. Test them out. If you use your printer a lot you will like the MW350 over the CARD? because it is faster and because of the buffer. I will put both samples on a disk which will be available on a library disk which will be available some time in the future.

(Our ever exploring secretary looked over this article before I got and decided that a postscript was in order to talk about the MW350 and the LEGEND printer. ED)

HOW TO USE THE LEGEND PRINTER MW-350 INTERFACE TRANSPARENT MODE

PRINT MODES:

F1^3 is NORMAL print.

F1[and F1] is ENLARGED DOUBLEWIDE (ENHANCED)

F1(and F1) EMPHASIZE text (does not work on italics use double strike)

F1; and F1: UNDERLINE

F1 and F1x DOUBLE STRIKE (does not work on elite use emphasize)

F1 and F1 CONDENSED

F1^4 and F1^5 ALTERNATE (sometimes called italics)

For setting Super/sub script use command line as follows: F3 0=0:1=1:2=143:3=146:4=14:5=20:6=83:7=84

F1^SF10 will select superscript and F1^H will deselect it.

F1^S1 will select subscript and F1^H will deselect it.

LINE SPACINGS:

F1^2 gives normal default line spacing of 1/6 inch.

F1^0 gives line spacing of 1/8 inch.

F1^1 gives line spacing of 1/72 inch.
Any of the above line spacings can be used with any print formats.

SPECIAL SETTINGS:

F1^8 will ignore the paper out sensor.

F1^9 will enable the paper out sensor

Akhil's Articles:
by Akhil Jhaveri

Hi, let me introduce myself, my name is Akhil, I am a current member of the gateway computer club, a recent Engineering graduate, and a full time gamester. I purchased my computer in Jan. '84 (a C-64). At that time I knew very little to nothing about computer programming, just what I was supposed to have learned in school. Well, since then I have filled several notebooks with info. about the Commodore and my articles will consist of little bits of that information. Mostly a potpourri of ideas, but I'll leave it to you to make the most of them.

For starters, here's a little routine to get more control over your print commands. One could simply type a bunch of cursor rights, downs, lefts, ups but that can get a little messy because I hate QUOTE mode!! Anyhow, type this in and use it in your programs.

```
10 s=32768:c=0
20 read a:poke s+c,a:c=c+1:if c<>8
then 20
30 data
162,0,160,0,24,32,240,255,96
35 goto 60
40 rem -- place cursor at row,col
-- 
50 poke s+1,row:pokes+3,col:return
60 rem -- program starts here
70 row=10:col=11:gosub 50:print "*"
when you run this program it will
print an * at row 10, column 11. For
those of you with an inquisitive mind
here is the machine language listing:
LDX #$00 ;sets row value
LDY #$00 ;sets column value
CLC
JSR $FFFF0 ;jump to kernal plot
RTS ;return to basic
```

I simply use the kernal plot routine to locate my cursor at the location I want. This program can be completely relocated (i.e. the value for s can be changed) all you need is 9 free bytes of memory.

Another thing I use in my program is the statement "Press RETURN to continue". The program lines involved for that was:

```
100 print "press RETURN to
continue"
```

```
110 get a$
120 if a$="" then 110
130 if a$=chr$(13) then 150
140 goto 110
150 rem -- program continues
well here is a little nicer way of
doing it:
```

```
100 print "press RETURN to
continue":poke 198,0:wait 198,1,0
That's all!!!!!
```

Before I go I'd like to leave you with a few quickies -poke 650,128- makes all the keys repeat (I guess you knew that one), poke -788,52- disables run/stop, -poke 808,230- disables restore list, -poke 775,200 eliminate list, -poke 818,32- eliminates save command. Next month I'll show you programs that run differently every time you run them. Here's something - On an acupuncturist's door: "We pinpoint your ailments".

Until next month

APRIL COPY SESSION

The quarterly G.C.C. copy session will be held Saturday, April 20, 1985. It will be from 10 AM to 4 PM at the St. Clair Village Township building.

As usual, you will need to be a G.C.C. member and show your card to get in. There will be no charge to use the library disks with your own equipment, but there will be charge to use the club disk drive.

See you there !!V.L.

Dues Due-

If you find your name on the following list-this will be your last copy of the newsletter unless you pay your dues by Apr 30:

Case,Rick
Goodwin,Rick L.
Jhaveri,Akhil
Kronenberger,Ken E.
Kronenberger,Robert
McGlasson,Dennis
Minto,Joel M
Ohms,Leo
Rund,Jim
Sanders, Al
Skevington,Bob

Cardco Interface
by Bill Eardley

Card? -standard mode

This is the second part of the series about Easy Script and different interfaces. I am using an Epson Print RX80. See past section with MW 350 interface. Both tests were made with the interfaces in transparent mode.

F1C and F1]F1^@ enlarged-double wide (sometimes called enhanced) This command must be given a line feed after the F1^@ or type will revert to condensed for next line.

F1(and F1) emphasize (does not work on italics-use double strike).

F1; and F1: underline

F1& and F1% double strike (does not work on elite-use emphasize).

F1(F1[F1]F1)return and F1> condensed

F1^M and F1^P elite

F1^4 and F1^5 alternate (sometimes called italics).

For setting mice size use command line as follows: F3 0=83: 1=1: 2=84 then F1^F10 F1^F1 1 and F1^F1 2 mice size

These eight(8) type styles can be used together to get about nineteen(19) styles of print. Example: double wide+alternate+emphasize. Try different combination to suit your needs. Some styles such as condensed, double wide, and mice effect margin because they are of different widths. They also require resets (F1^@ return) and line feed after the reset. Thus they may be changed on a single line, but are especially hard & sometimes impossible) to change back on the same line. Underline must be stopped and started for each new line because it does not honor the left margin setting. If you are using a printer

such as a Gemini which uses Epson commands you may not be able to mix some of the print styles on the same line. Test them out. I will put these on a disk so they can be added to a future club disk of month. GOOD LUCK.

Commodore Modem 300
A Review by Jim Wright

Commodore now has another new modem on the market, the Modem 300, or the 1660 Modem, as it is still being referred to by some. This modem is apparently a replacement to Commodore's 1650 AutoModem, since these are in so short supply these days.

A new feature included in the 300 is a touch tone capability, if your phone lines are so equipped. This allows for faster dialing. Unfortunately, the software that comes with the modem doesn't include a redial feature. The software, however, is a very good package, considering its source (Commodore).

The program includes a file buffer, for capturing text. Sequential files may also be sent, using the software package. Also, up to 10 phone numbers can be stored by the program, for easy dialing. The modem itself includes a built in speaker, so it is easy to tell if a line is busy.

The modem itself, I've found, requires a poke to access the phone line, and another to hang up. I've had to make a slight modification to some of my terminal programs in order to use them, but that seems to be the only drawback. All in all, the modem performs very well. In fact, I liked it so well I bought one. For the price, this modem gets my highest rating.

Jim Wright
Sysop, GCC

GATEWAY COMPUTER CLUB

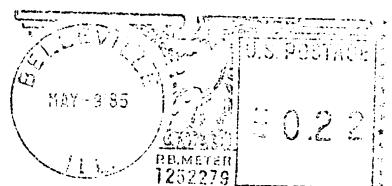
G A Z E T T E

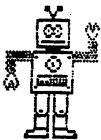
MAY 1985

VOLUME 2 NUMBER 5

GATEWAY COMPUTER CLUB

PO BOX 207
BELLEVILLE IL 62222





EDITORS VIEW

THE S.C.C. GAZETTE

EDITOR: Joel Minto

THE GAZETTE is published monthly by the GATEWAY COMPUTER CLUB as a membership service. Please direct all submissions and advertising to 1451A Galaxy Scott AFB, IL, 62225. Camera ready advertising must be received by the 19th of each month to be included in the issue of the following month. Rates are as follows: full page- \$39.00, half page- \$15.00, quarter page- \$7.50.

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THE CLUB

Membership fee is \$15.00. Members receive access to our programs, literature, BBS, and newsletter. Direct all membership applications to Rich Fisher, P.O. Box 297, Belleville ILL., 62222.

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TREASURER: Gary Vogel.....235-1837
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SYSOP : Jim Wright.....233-1198
M.A.L. : John Sundstrom....397-7235
M.A.L. : Don Woodward.....235-6858

Well the time has come for me to put out the last GAZETTE. Uncle Sam has decided that he needs my services in Korea so that's where I will be for the next year.

I couldn't go however without thanking each of you for your assistance in helping to upgrade what was once a floundering newsletter. You have made the difference, and at the same time made my job easier. I hope that you will give the new Editor the same support that you gave me. Just because I'm not there to nag you all for articles don't let up. It won't be long before we have color in our newsletter.

This months issue is full of an assortment of topics. Our own Dr. Vogel has wound up his pen and given us hints on buying software as well as a report on his SIG. Really Gary, don't you think your worshipness is going a little far?

Also this month I have included some articles from the Springfield Pet Users Group Newsletter. One is a Tip of the Month by Wes Eardley showing you how to dress up those drab programs with color selection and the other is by Gary Huff on the topic of finding compatable printer ribbons. I have also included from the same newsletter some of the new definitions as they appeared in the SPUG newsletter (someone ought to check their dictionary). My counterpart to that newsletter is none other than Bill Eardley.

Don't forget to look over the recommended Constitutional change. This will be printed in one more newsletter and then will be voted on.

There is an old saying (well at least a saying) that its not over until the fat lady sings....well I believe I hear her off in the distance and I believe she's singing in Korean.

Once again thanks for your support.

For the last time ED....



FROM THE TOP

With summer just around the corner, many of us will be looking forward to other activities, other than computing, for diversion. We hope to provide you with more than the average activities in the comming months. We have many things planned for the summer months, but, still would welcome comments from the membership on what they would like to see and do. Let us know, we aim to please!

I would like to move to a topic common with all of us, COMMODORE. It seems many of us are anxiously awaiting for the new machines to arrive. With all the hype and rumors going around, it is easy to see why there is so much excitement. The new machines offer a tremendous jump forward. But, as usual, COMMODORE has missed several projected arrival dates. The latest offering was June, but, that too has fallen by the wayside. It is now to arrive in late summer according to COMMODORE.

Let's put that aside for a moment and try to see what COMMODORE is trying to accomplish. In a recent conversation with a dealer rep. at COMMODORE, I got the following insight. They want to have several things in place before they begin shipping. The most important is a repair network up and working before the first C-128 is shipped. COMMODORE has planned a network of 2000 (that's right 2000) repair centers across the U.S. and to grow from there. They want to provide immediate warranty work for all their equipment. It seems they have finally grown up as a manufacturer. This also is the foundation for the bigger machines comming out later this year.

Along the same lines COMMODORE wants to have a new dealer base installed, but, not quite the same way as in the past. Most dealers will continue to buy from distributors. But now, COMMODORE intends to maintain closer contacts with their dealers. Next month I will give all of you an indepth review of the C-128 and more about the new machines on the horizon.

VINCE LE PES
PRES. G.C.C.

MAY, 1985 FINANCIAL REPORT

by

Gary Vogel, Treasurer

The following is a brief summary of the income and expenses for the period of January 1, 1985 thru May, 1985. If any club member has any specific questions concerning the Club's finances please contact me at 235-1837.

Income:

Opening balance.....	\$1131.00
All disk sales.....	\$1753.00
Advertising.....	\$ 240.00
Membership.....	\$1020.00
Disk directories.....	\$ 61.00
Raffle.....	\$ 33.00
Other.....	\$ 4.50
Total.....	\$4242.50

Expenses:

Disks purchased.....	\$1800.00
Postage.....	\$ 175.51
Printing.....	\$ 552.45
Equipment purchased.....	\$ 154.05
Misc.....	\$ 82.57
Total.....	\$2764.58

Current balance: Income....\$4242.50
Expenses..\$2764.58

\$1477.92

As you can see, financially the club is quite sound. In addition to the the above balance, we have about 700 blank disks in inventory.

Dues Due-

Believe it or not-no one joined the GCC last May, so nobodys' dues are due this month, believe it.....or not!



LOOKING

OVER THE SECRETARY'S DESK

CONTEST: This month will mark the beginning of the games contest. Bring your computer to the meeting, we will furnish the games to be played...which game? It's a closely guarded secret. There will be three winners chosen at each meeting and they will win 15, 10, and 5 blank disks. Also they win the right to compete in the Championship Playoff for a \$100 Savings Bond!!! There will be a different game chosen every month and winners from one month will not be allowed to compete again until the playoffs. All the games selected will be kept secret except the playoff game....it will be "Championship Loderunner", so start practicing now!

BBS: Look for disks that can be downloaded on the BBS as more disk space is being allocated for the GCC section. Use the X-Modem program from last months DOM.

LIBRARY: Tom Metzger, our resident librarian, is on the lookout for more disks to add to our library. He is looking at more TPUG purchases, possibly in a joint buying venture with another club. If you belong to another user's group, let us know what you think of the idea. Also if you know of any other clubs willing to trade library disks, give Tom a call.

PROGRAM: This months program will be a review of several good books and research materials available for the 64. Giving the presentation will be none other than our own Dr. Gary Vogel. Sounds like an interesting evening, plan to attend. We need some help with these programs, they all seem to come from the board members....If you have the desire to give a lecture, demonstration, or whatever, just let a board member know and you will be welcomed with open arms.

SHORT: That is the name of this column this month. It's late and I have a million things to do, so I will close for now, see ya at the meeting.

A BEGINNER'S SIG???

by

Gary Vogel

Our club has decided to start a Beginner's SIG to help those members that are just getting started in the club or with their computers. The first SIG meeting was held at the April Club meeting and it did generate a great deal of interest. Many members asked a lot of good questions that seemed to help all.

But a Beginner's SIG?? The name itself seems somewhat a paradox, don't you think? If you are indeed a beginner you probably have no idea what a SIG is. So lesson #1, a SIG is a 'special interest group' for something. In this case it's for beginners.

So, Beginners, bring your questions, thoughts, confusions, and ideas to all future meetings. I, Gary Vogel, am your leader and will attempt to answer or find answers to your questions. Although I am an eye doctor and some people continue to insist on calling me Dr. Vogel, I think that is somewhat formal for a SIG. So as your group leader, simply refer to me as 'Your Greatness' or 'Your Worshipness'. I probably won't know more than most of you, but I am dedicated to finding out the answers for you. And one final suggestion, bring a notebook and pen. At the last meeting everyone was scrambling for writing material to jot down computer commands, addresses, etc.

See you at the May meeting.

NEW MEMBERS-

All of us at the Gateway Computer club would like to welcome to the fold the following new members:

Boyer, Jim
Clinton, Jean
Germaine, Guy
Goldsmith, Dale
Hemmer, Tom
Keeney, Eugene S.
Kloos, Thomas A.
Kraus, Jeff
Orris, Frank J.
Pluff, Brian

PRINTER COMMANDS
FOR THE
PANASONIC KX-P1091
BY
ED AUFDERHEIDE

These instructions are to be used as a guide to set print modes when using Easy Script, The Connection interface and the Panasonic KX-P1091 dot matrix printer.

The following set up procedures must be followed:

1. Easy Script printer mode set to "1" for MX-80 (Epson) and "serial".

2. The Connection interface set to transparent mode and line feed. Set the dip switches as follows:

- a. Top switch to "1".
- b. Bottom switch to "0".

3. Panasonic KX-P1091 print mode to standard (all other modes are set by software commands).

Subparagraph a will give the key sequence to enter the mode codes. The "/" separates the commands and is ignored. The "@" is a variable and must be specified in the command line, i.e. set @=2, 43, etc. means choose a number for the command line and set it equal to 2 or 43. Set the command line using the following key strokes: f3/1=2, or f3/6=43.

1. Italics (set):
a. f1/^/f1/@
b. Set @=52 in the command line.

c. This command sets the italics mode.

2. Italics (rel):
a. f1/^/f1/@
b. Set @=53 in the command line.

c. This command releases the italic mode.

3. Superscript (set):
a. f1/^/shift s/f1/@
b. Set @=0, 48, 128, or 76 in the command line.

c. This command sets the superscript mode.

4. Subscript (set):
a. f1/^/shift s/f1/@
b. Set @=1, 49, 129, or 177 in the command line.
c. This command sets the subscript mode.

5. Super/Subscript (rel):
a. f1/^/shift t
b. This command releases the superscript mode.
c. This command releases the subscript mode.

6. Compressed (set):
a. f1/@
b. Set @=15 in the command line.
c. This command sets the compressed mode.

7. Compressed (rel):
a. f1/@
b. Set @=18 in the command line.
c. This command releases the compressed mode.

8. Emphasized (set):
a. f1/^/shift e
b. This command sets the emphasized mode.

9. Emphasized (rel):
a. f1/^/shift f
b. This command releases the emphasized mode.

10. Double print (set):
a. f1/^/shift g
b. This command sets the double print mode.

11. Double print (rel):
a. f1/^/shift h
b. This command releases the double print mode.

12. Letter Quality (set):
a. f1/^/f1/@
b. Set @=110 in the command line.
c. This command sets the letter quality mode.

13. Letter Quality (rel):
a. f1/^/shift p
b. This command releases the letter quality mode.



Hello again. I hope everyone enjoyed my little article on XMODEM protocol last month. I have a slight apology, however. The programs that appeared on the Disk Of the Month were updated versions of the ones I had planned to put there. I hope no one minded, since they are about a thousand times better than the ones that I had planned! However, I need to make a note about using some of the various modems with the package. For the Westridge, use 1650 mode. For the Modem 300 use the Mighty Moe. Vic Modems should dial normally and go straight to Terminal mode.

Anyway, last month we started something new for the club, SIGs. There were about 16 persons present in my SIG on telecommunications. However, since the SIG idea was new to the club, quite a few members were wandering about checking out all the goodies. Topics ranged from an explanation of XMODEM to a discussion of the various terminal packages and modems. Next month at the SIG, I'll be discussing some of the applications of modems in the home, besides their obvious use for communicating with bulletin boards. I hope that we can match the turn out at the last meeting, the more the merrier!

As was stated at the meeting, SIGs don't have to meet at the meeting. If anyone would be interested in having a SIG at their home, please feel free to speak up. Due to my schedule however, my SIG will probably meet only at the GCC meetings.

New from COMMODORE: The new Modem 1200! The first 1200 baud modem made specifically for the C128, C64, Plus 4, C16, and Vic 20 computers. The modem has many of the features of the Modem 300 (see last months review), but adds four times the speed. This new modem will even work with the communications package on last months Disk Of the Month.

What does this extra speed mean for the average user? Well, for starters, the user will be able to

use services such as Compuserve and a good number of other bulletin boards at a much increased speed. In the case of Compuserve this will actually cost you twice as much per hour, but you'll be transferring data four times faster. You may even use the Compuserve 5 hour packs, but will only get 2.5 hours due to the rate difference.

Thats all I have for this month. See you at the meeting, and hope to see you at the SIG!

Jim Wright,
Sysop, GCC

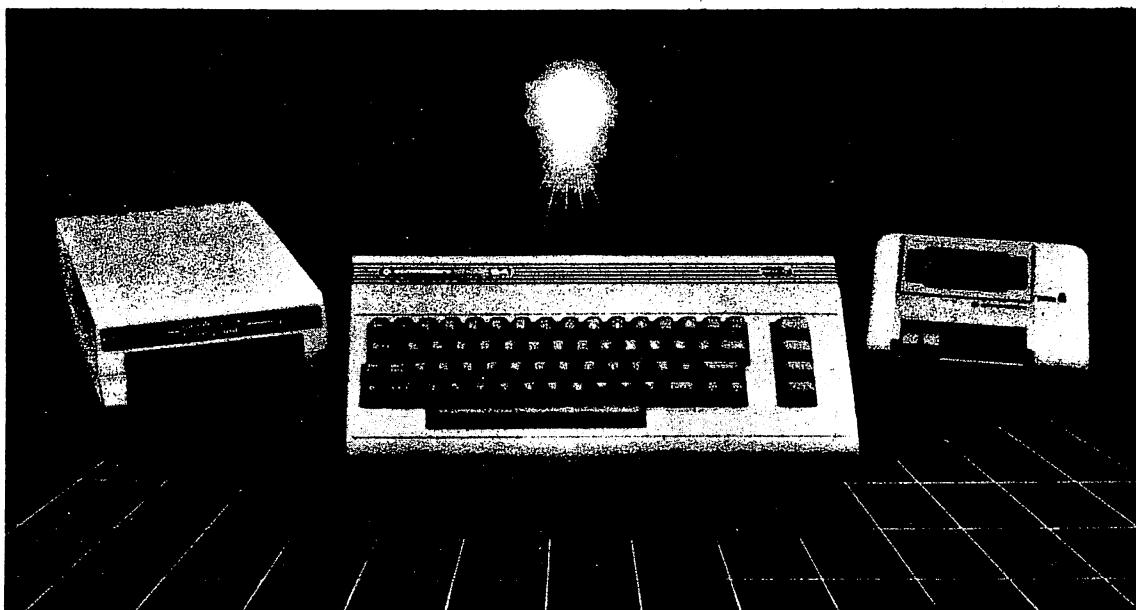
*
*PROPOSED
*CONSTITUTIONAL
*CHANGE
*

The treasurer shall turn over the financial records of the club to a three member panel made up from the general membership. Board members shall be excluded from the panel. The purpose of the panel shall be to perform an internal audit of the financial records. The audit shall be performed after the yearly election of officers and before the new officers take office. Both the new and old treasurer may be present at the audit.



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SATURDAY 9 TO 5

BUYING SOFTWARE -

A few helpful suggestions
for the novice.

by

Dr. Gary Vogel

Well you finally got gutsy and bought your computer. Then you entered the software jungle to try to find a program for storing recipes or word processing or calculating business expenses. You soon found that there were a lot of choices in each category and all you wanted was the best one! Unfortunately, once you bought it and took it home you soon realized that this program would not do what you thought it would. There is nothing more frustrating than spending several hours reading documentation for some complicated business software program, spending several more hours working with the software, and spending \$50 to \$150 for the program, only to find out that it has several major limitations. This has happened to me, and it will happen to you!

So how do you avoid the software trap? I recommend that you take the following steps in evaluating a software program before you make the purchase:

1. What do you want the program to do? What objectives do you have for the software? Write them down and take them with you when you go shopping for software.

2. Identify the possible programs by reviewing software catalogs, journals, magazines, software stores, etc.

3. If possible order the materials from the software manufacturer for preview or ask your local software dealer if you can sit down in the store and work with the program.

4. Examine all documentation carefully. Notice how much computer knowledge is necessary to run the program and what type of warranties or support is offered by the manufacturer or dealer.

5. Note how the program performs and if it meets your criteria for what you want it to do.

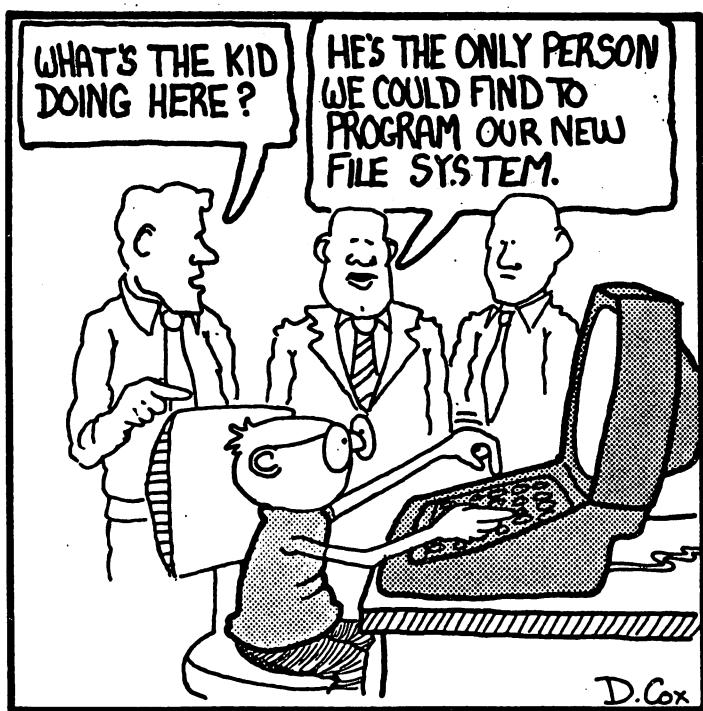
6. Compare the program to others you have reviewed. Usually it is a good idea to take notes on each of the programs.

7. Note if the program is copyable or if a backup copy is available at a reasonable cost.

8. Decide if this program meets all of the objectives and requirements you think are important.

9. Ask friends or other club members if they have used the program and seek their opinion on the program's merits.

Obviously, you will not need to apply these vigorous suggestions to every program or game you intend to purchase. However, when choosing business software such as a data base, spreadsheet, or word processor, think long and hard about your objectives for each program.



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CARD NECESSARY

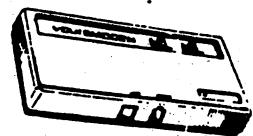
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300 BPS manual modem. Talk/data switch, requires cable.

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- Exit
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- Rename a File
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1541 COMMODORE DISK DRIVE
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COMMODORE 803 DOT-MATRIX PRINTER
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CHAMPIONSHIP LODE RUNNER
\$22.95

DYSAN SS/DD - BLANK DISKS
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FUJI SS/DD BLANK DISKS
\$13.95

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TIP OF THE MONTH

This Month's idea came to us from an idea submitted to us by Wes Eardley. Wes wrote a program but I lost it somehow, so here is the editors version. If you are writing a program, one of the features that makes a program extra nice is to use a color selection mode.

```
100 POKE 53280,11:POKE53281,0:POKE646,3
110 PRINT CHR$(147):PRINT TAB(14)"COLOR
TEST":PRINT:PRINT
120 L$=CHR$(18)+"(11 SPACES)":CHR$(146)
130 FOR L=1 TO 15:READC,C$:POKE646,C
140 PRINT TAB(10)L$,C$:NEXT:PRINT:PRINT
150          POKE646,12:PRINT:PRINT
TAB(8)"ADJUST YOUR MONITOR THEN ":PRINT
160 PRINT TAB(4)"PRESS THE SPACE BAR TO
CONTINUE";
170 GET RT$:IF RT$=="THEN160
180 DATA6," BLUE,11"" DARK GRAY",9"
BROWN",2" RED",4," PURPLE"
190 DATA14, " LIGHT BLUE",12," MED
GRAY",5," GREEN",8," ORANGE"
200 DATA10," LIGHT RED",15," LIGHT
GRAY",7," YELLOW",13," LIGHT GREEN"
210 DATA3," CYAN",1," WHITE"
```

Note that in line 120 you are to enter 11 spaces between the quote marks. Also note that there are two spaces following the first quote mark in the data statements at the end of the program (lines 180-210).

If you add this routine to the front of each of your program, anyone else can easily adjust the color to his monitor and his eye tolerance level.

PRINTER: Former occupation of my uncle, who is now serving time in a federal slam. Seems the government has a monopoly on manufacturing currency...

DAISY WHEEL: A very important flower!

INTERFACE: Where you put a banana, or an apple, or a steak, or...

INTERFACE DEVICE: A fork, usually; sometimes a spoon.

BYTE: What you do to the banana after you stuff it interface.

JOYSTICK: (Nahhh.. I won't touch that one!)

CHOCOLATE GOO by Don Woodward

No it is not a recipe for a chocolate cake, but a story on an educational disk. The programs on the disk are designed for helping a person with reading comprehension. By the name of the disk there is no way to tell what it is about (C-64 Programs d2 2a)

The program is made up of the menu and the stories. The menu gives all of the necessary instructions. The stories can be loaded from the menu or loaded individually. The stories are designed for fifth grade thru the ninth. The first story under the menu is for fifth and sixth and the last story is designed for eighth and ninth grades.

The reader can choose to read the story by phrases or paragraphs. When the reader chooses paragraphs a paragraph of the story is sent to the screen. After each paragraph the reader is asked a series of multiple choice questions about the paragraph. The reader is given a chance to reread the paragraph. If the reader chooses the wrong answer he is given another chance. If he chooses the wrong answer again the correct answer is flashed upon the screen. If the reader chooses to read a story by phrases he can choose the speed the phrases are placed on the screen. The questions work the same for phrases as they do for paragraphs.

The program will keep track of all the readers' correct and incorrect answers. A printout of the number of correct, second try and incorrect answers can be made at the end of each story along with a copy of the story.

I found the program to be very good. The directions were simple to understand and the stories interesting to read. Once a person understands the directions the stories can be loaded without the use of the menu.

FINDING PRINTER RIBBONS

by Gary Huff

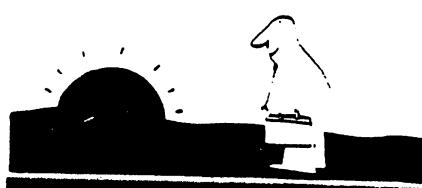
Maybe it's just my imagination, but has anyone else noticed that many purveyors of supplies to the small computer world seem unaware of the Commodore 64 and its peripherals? It seems as though clerks take the hint that if you don't use an IBM or a Wang or a Xerox word processor (or similar), you are not actually a member of the computer world, and there is, therefore, no need to stock necessities for your computer or printer.

I paranoied case home recently when I went to an office supply store and asked for a spare ribbon for my Star Gemini 10-X printer. Now, you and I both know that the Gemini is a very respectable printer, and there are conceivably more club members using the 10-X than any other brand of non-Commodore printer. (I'm going to conduct a survey on that in an upcoming issue!) However, if you ask an office supply store for a ribbon for the 10-X, clerks take on a lousy-eyed blank look, and mumble something about never having heard of a Star printer, and perhaps you should try the toy store down the street. The fact that the Okidata 82 and 92 series of printers uses the same ribbon sometimes elicits brief glances of recognition in the older, more seasoned clerks, but often that ribbon is also not in stock.

I decided to do a little research to see if the ribbon or the 10-X is really that much of an oddball. After few hours of 3:00 A.M. perusal of catalogs, and cross-referencing every printer I could find, I discovered that any store that doesn't carry a ribbon for a 10-X should take up a different line of work! I found over a hundred printers that take the same ribbon!

To make your next search for a replacement ribbon more fruitful (or, at least more vindictively satisfying), thought I would share with you a list of printers that use the same, identical ribbon as the Gemini 10-X. Next time you need a new ribbon for the old Gemini, if your store clerk has previously feigned ignorance of the existence of your Commodore or its 10-X printer, make his life a little more spicy... ask him, instead, for one of these more exotic printer's ribbons! Just don't tell him I'm the one who told you that to ask for.. heh, heh. (What do you mean, you don't stock ribbons for my Carter Fone 33?!?)

Printer Brand	Model #		Integral Data Sys.
Basic Four	4208 4210 4212	ITT	120 125 225 440
Bell Canada	Data Com 1200	Lear Seigler	Teletype 28 Teletype 32 Teletype 33
C. Itoh	500 512 522 542 820 830 8300	Monroe	110 200 300 310 8630 8635
Canon	BX-3 TX-10 TX-15	Okidata	Microline 30 Microline 80 Microline 92
Carter Fone	33		Microline CP 110
Control Data	1584 1700 1711		Microline CP 210
Crossanca	Seinar		Microline 81
Data Point	9628		Microline 82
DEC	D112		Microline 82A
Documation	Decwriter LP10	Philips	Microline 83
Epson	Terminal 10 512 520 521 522 542 3110 DH-70 TX-80 TX-80B	Raytheon Scandata Sharp	Microline 84 ML83 ML93
Extel	315 318 3085ML A Series AH-11-R AL Series	Singer	Teleprinter P-84 2165-2 233 0/106R
Hewlett Packard	D208L D215 M308 560A 2749B 200-1 220-2 220-3 ASR33	TEC	ER 45P ER 4530 KSR PM RD
Honeywell	Teletype	Sperry Univac	0764 1050 III 2764
IBM	285 550 551 801 Rapid Print	Tab	182 183 184 730 731
		Telex	440
		Xerox	8300R AP230 EDT 33 EDT 35
			311 4191 4192 4193 4194 4591 4691 7012 7020 8191 8192 Sigma 3 Sigma 5 Sigma 6 Sigma 7 Sigma 8 Sigma 9



PRINTER COMMANDS CONT

14. Underlining, continuous (set):
a. f1/^/-/f1/@
b. Set @=1, 49, 129, or, 177 in the command line (ignores the left margin control).
c. This command sets the underlining mode.

15. Underlining, continuous (rel):
a. f1/^/-/f1/@
b. Set @=0, 48, 128, or 176 in the command line.
c. This command releases the underlining mode.

16. Double width (set):
a. f1/^/shift w/f1/@
b. Set @=1, 49, 129, or 177 in the command line.
c. This command sets double width.

17. Double width (rel):
a. f1/^/shift w/f1/@
b. Set @=0, 48, 128, or 176 in the command line.
c. This command releases the double width mode.

The following are modes of print. Each one is released by setting a different mode.

1. Pica print (set):
a. f1/^/shift p
b. This command sets the pica print mode.

2. Elite print (set):
a. f1/^/shift m
b. This command sets the elite print mode.

3. Proportional print (set):
a. f1/^/o
b. This command sets the proportional print mode.

The command line for this sample page is as follows:
f3/O=0:1=1:4=52:5=53:6=15:7=18:P=110/
return

The page format commands, such as tab and text length, work normally within the Easy Script program. Good luck.

ELEPHANT'S TRUNK: What an elephant packs before he goes home to visit his mother.

TRANSISTOR: Sibling of Tran.

ELECTRON: Ron's campaign slogan.

COMPILER: As in "If you've done got that wood chopped, compiler here by the stove."

PRINTER RIBBON: When you tease a printer...

COMPUTER: "All right, if you won't put her there, then computer here!"

PROGRAM BUG: To brainwash an insect.

CONTROL CODE: Keeping those dots and dashes in line!

FLOPPY DISK: As I grow older, I think the chiropractor found several in my back.

HUB RING: A group of professional criminals stealing hubs!

HEAD CRASH: What happens if you drive a toilet in a reckless manner.

SOCKET: A small sock.

TRACK: Where I go after I tell my wife I'm going to the library.

SECTOR: What happens to Tor after you feed him too much ice cream.

DATA BASE: The year the big guitar was manufactured.

TERMINAL PROGRAM: Would you believe, a dying metric weight that does it for money?

KOALA PAD: A very, very nice apartment where an Australian bear lives.

WORD PROCESSOR: Same as a food processor, only it does it to words!

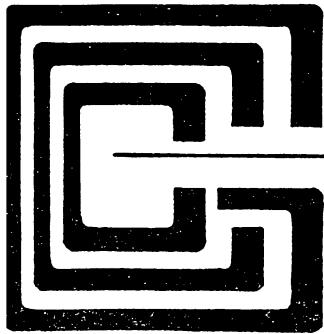
SOFTWARE: Comfortable clothes.

HIGH TECH: What happens to Tech after he snorts coke' (Also a greeting when you see Tech on the street.)

SPREADSHEET: What I do before I clean the parakeet's cage.

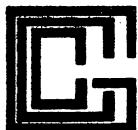
USER FRIENDLY: When they claims they is, they aint!

HACKER: Someone who smokes a lot.



GATEWAY COMPUTER CLUB

June 1985 VOLUME 2 NUMBER 6



GATEWAY COMPUTER CLUB

**PO BOX 207
BELLEVILLE IL 62222**





EDITORS VIEW

The G.C.C. GAZETTE

EDITOR: Don Woodward

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Joel will be in Korea by the time you read this. We all wish him well on his new assignment. I wish to thank Joel for all his help in setting up this issue. I hope to do as good a job as he did. A newsletter is only as good as the articles that are in it and I am going to need contributions from our membership. If you have found a program that is good or one that is bad please jot down some notes about it and send them along to me so everyone can read about it. You can write about anything that you think our membership would be interested in; programs, books, articles in magazines, TV programs.

I have gone away from our standard format to publish four pages of shortened Easy Script commands written by Dr. Gary Vogel. I have set the article up so you can take it out of the newsletter and put it in a folder for future reference. I found it to work better than Leroy's CHEATSHEETS. If you are like me I hate to spend more time looking up commands in the user's guide than writing.

This month's issue has two articles by our president; one on the Computer Electronics Show in Chicago and one on the new 128. Vince and Jim spent most of last week at the show and they are just running over with information.

Also in this issue are reviews on the Cardco MT/1 tuner unit, Star Gemini SG10 and the Star Power Type daisy wheel printer by Gary Huff. The article was originally published in the SPUG GAZETTE.

Don't forget to look over the recommended Constitutional change. It will be voted on this month. If you are interested in this job, editor, be sure to be at the next meeting for there will be a special election to fill the editors position.

In future issues, if I retain this position, I would like to start a couple of new columns; one on the educational set and one written by our younger members on game tips.

Until the next time good reading.
Don Woodward



FROM THE TOP

Summer is upon us, and many of you will be away, doing other things. We hope to catch sight of you at meeting time, but if not, here's what is happening. The summer contest is in the 2nd round. The winners are listed elsewhere, for May. By the way, we are still looking for Committee Members to put together the Computer Fair. We hope to have a Robotics demonstration this summer. And, we will be showing off the New C-128.

I went to the Summer CES (Consumer Electronics Show) in Chicago. I will enlighten you about all the new goodies coming out at the June meeting. For the rest of you there is some information throughout the newsletter. There is a lot of new things coming out very soon. But most of it is hardware related. Sorry, Not much new software will be coming for the C-64. Pirates have evaporated the market and Publishers have found better ways to invest their money. Besides, what software author wants to continue, when the program it took him a year to write, is distributed freely around the country with his name replaced by "Cracked By Snoopy". Then his only reward seems to be, "Hey thanks, that was a great program". What would you do?

Catch you later.

VINCE LE PES
PRES. G.C.C.

Looking over the secretary's desk

ABSENT: Guess what? I missed last month's meeting!!! That was the first time since the club started that yours truly missed a meeting, but I promised a friend I would video tape a meeting for him and at the last minute he switched dates on me...Oh well.

CONTEST: I understand that someone forgot to bring a joystick to the last meeting and that brought about a change in the game that was played, however a substitute game was found and winners were declared. (The results are posted elsewhere in this issue). You should be aware that this month we are having a BYOJ party!

DISKS: Due to bookkeeping problems it was decided to sell our blank disks for \$1.50 each in any quantity. Previously, you had to buy 10 to get them for this LOW price.

RAFFLE: Since I wasn't present to win, there was no raffle last month. This month however, bring a dollar for a chance to win a great prize.

SPECIAL: After careful thought and consideration the Board came up with what we think is a great attendance special. I can't tell you what it is but you must be at the meeting to take advantage. Now I've tried to warn you, so don't try to beg and plead to get in on it later because there will be NO EXCUSES ACCEPTED!

C-128: No that's not what the special is, (my lips are sealed!) but I have it on good authority that there will be a surprise visit by a brand new C-128 prepared to show off his memory and if the applause is loud enough maybe even some of his software.

A VERY SPECIAL THANKS goes to Dr. Gary Vogel, our Treasurer. It was his keen professional eye and his kindness to interrupt his busy schedule, that helped save my son Jerry's eye when it was injured.



SYSOP

For those of you that have inquired,
he's doing fine....Thanks again Dr.
Vogel!!!!!!

IT'S LATE, I'm tired, see you at the
meeting (I'll be there to take
advantage of the special and win the
raffle), bye!

Rich Fisher, Sec'y

*
*PROPOSED *
*CONSTITUTIONAL *
*CHANGE *
*

The treasurer shall turn over
the financial records of the club to
a three member panel made up from the
general membership. Board members
shall be excluded from the panel.
The purpose of the panel shall be to
perform an internal audit of the
financial records. The audit shall
be performed after the yearly
election of officers and before the
new officers take office. Both the
new and old treasurer may be present
at the audit.

* CONTEST WINNERS *
* on *
* Davids Midnight Magic *
* 1st. Mike Taphorn score 225,300 *
* 2nd. Jim Boyer score 123,890 *
* 3rd. Ken Lulue score 48,300 *

* CLUB SHIRTS *
* Blue t-shirt with dark blue logo *
* and collar will be sold at the *
* next meeting for \$5.00 *

* DISK PRICE BREAKTHROUGH *
*
* ALL BLANK DISK ARE *
*
* NOW \$1.50 EACH *

Well, this month I have a lot to
talk about, but very little room to
do it in. So, here goes...

The upload/download sections of
the bulletin board have been down
for the last few weeks while they
were being rewritten. They should
be operational by the time you read
this. As soon as they are, I will
add the Private DataBase to the
Gateway section. This will allow
only GCC members to upload/download
programs in that sections.

The club has purchased a new drive
for this purpose, the Commodore SFD
1001. This drive is 5 times faster
than a 1541, and stores 1 Megabyte
of data. That's equivalent to over
6 1541's! This new drive will allow
us to have many programs available
for downloading, including many from
the club library. Users of the
Board may contribute their own
programs also. The programs will be
transferred using Xmodem protocol.
An Xmodem program appeared a few
months ago on the Disk Of the Month.

But, if you really want a lot of
storage, there are now some
companies offering Hard Disks for
the 64. I have seen two different
10 MEG units, each selling for
around \$1500. A few other companies
are rumored to be working on Hard
Disks for under \$900, but we have
yet to see these drives.

And of course, I must mention the
new C-128 from Commodore. Many
companies are hard at work readying
new and/or improved software which
will take advantage of the 128's
special features. I've seen both
PaperClip and The Consultant running
on the machine in 80 column mode,
and they looked great! This machine
has me really excited.

The topic for this months sig will
be, among others, Home uses for
Telecommunications. See you at the
meeting!

Jim Wright,
Sysop, GCC

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MON. - FRI 9 TO 7

SATURDAY 9 TO 5

Commodore banks on tech to nab Amiga shelf space

By Robert Scott and David Chartock
C+SN field editors

WEST CHESTER, Pa. — Commodore will launch Amiga in July, hoping the machine's flashy technology will gain it shelf space in specialty stores.

Commodore will target the 256K system, expandable to 512K, at the high-end home market, small businesses and educational institutions. The problem will be convincing re-

tailers, with sour memories of past Commodore management, to give Amiga space.

"Our plate is full," said MicroAge president Jeff McKeever, who said the chain would have to drop a CPU to take on Amiga.

Observers also wonder if Amiga can sell at the expected \$1,995 list price reported by several industry sources. That price includes the CPU with its built-in, double-sided

3½-in. 880K floppy, bundled with an RGB monitor.

Commodore, which lost \$20.8 million in its third quarter ended March 31, is staking much of its future in the U.S. on Amiga and expects to break even in the fall and return to profitability early in 1986.

Using the 68000 chip, Amiga features 192K ROM, a multitasking, windowing operating system called Intuition, with three customized VLSI chips supporting sound, peripherals, graphics and animation.

Those VLSI chips give Amiga its reported high performance, allowing the 68000 chip freedom to run at full speed. That power gives Amiga the ability to handle three external disk drives, both 3½- and 5¼-in., up to an 8-Mbyte total.

But industry sources say "there are bugs in the chips and ROM software, which is why Commodore is reportedly offering initial shipments with a right-protected RAM card and Kick Start disk to boot up the system."

"It's what the Macintosh should have been," said one software developer privately.

But some worry Amiga will share Mac's fate, its potential hurt by lack of software.

"Every computer in the business has been introduced without a lot of software," said Trip Hawkins, president of Electronics Arts, whose firm is reported to have 10-15 Amiga titles nearly ready.

Potentially lessening the software issue is an MS-DOS compatibility cartridge, which can be plugged into an expansion box, to be available at a reported price of \$600-700. However, developers were unsure what level of compatibility it will deliver, with one suggesting "not over 80%."

Other questions remain as to whether Amiga will be able to tap its graphics capability when using the cartridge, or will have to run MS-DOS graphic software.

With the Amiga graphics, 4,096 colors are available and can be souped up through an interface for VCR or camera and a laser disk interface, called Genlock. Those interfaces allow inputs to overlay Amiga screens.

Sound output can be made through two jacks for right and left stereo. Input is via an 86-key detached keyboard or via a port which can support a two-button mouse, trackball, joystick or light pen.

Hawkins disputed the \$1,995 price tag, saying he believes the price with monitor will be about \$1,500 or lower when set by Commodore.

Another developer, who accepts the \$1,995 report, said that "[Amiga] seems overpriced compared to Atari" and would be better priced at \$1,500 complete. "That [\$1,995] sets them right against IBM and Apple. I'm worried about distribution."

Research analyst Raimund Wasner of The Yankee Group, sees Amiga as having the potential to reinvigorate the market. Wasner thinks the IBM PC is "tapped out" and that the market is ready for a machine with new abilities.

"I think part of the problem is that machines can't live up to users' expectations of them," said Wasner. Those expectations will put pressure on vendors to come up with pc with greater ease of use.

Wasner sees a particular need for computers with graphics capabilities to support an increasing market for laser printers. ●

ATARI KEEPING LOW PROFILE; PRICING SET FOR 260 ST

Atari Corp. (McC West, Meeting Room 1) is at Summer CES--albeit taking a lower profile than originally planned--pushing the 260 ST, a 256K system that will be available in September at a \$399 retail price point, according to Sig Schreyer, vice president and general manager. The 260 ST, originally shown to dealers at Winter CES in January, has been "packaged and designed for the mass market," noted Bryan Kerr, marketing manager. Schreyer added however that the computer will be made available to computer specialty dealers despite president Jack Tramiel's stormy history with that segment of the retail community. Why is Atari at Summer CES with nothing new to show an increasingly impatient group of retailers? "We're here to work with our customers," Kerr explained. Expect some new peripherals from Atari before the end of the year.

NEW PRODUCTS AND TOYS

by Gary Huff

I have picked up a few new toys recently. For one, I got the Cardco MT/1 tuner unit, which converts a color computer monitor into a TV set. It is a lovely unit, with an excellent picture. You run two wires from the back of the unit to the video and audio jacks on the front of the 1701 or 1702 monitor, and set the switch on the rear of the monitor for front jacks.

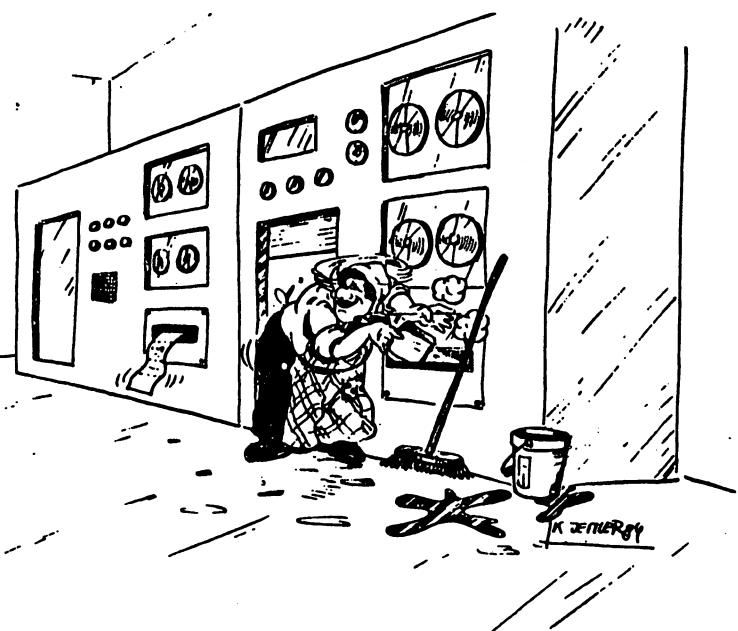
A couple of bugs I found right away are that the audio lines on the front of the 1701 monitor and on the back are common.. that is, they are NOT switched, but remain simultaneously connected. That means that when the computer is plugged into the jacks on the back, it drags down the audio level on the television mode to intolerable levels, with hum, distortion,etc. Conversely, the MY/1 can cause "hum bars" (dark rolling bands moving up the screen) in the computer display if the TV cables are left plugged into the front video and audio jacks on the monitor. If you temporarily unplug the audio line from the back, the audio is cleaned up in the television mode, and if you unplug the MT/1 while using the computer, you eliminate the hum bars in the computer display.

Some TV programs are now broadcasting in multiplex stereo(Miami Vice is one...),and there is anMPX jack on the back of the Cardco unit that you can run over to your stereo, and play the audio through your good speakers. The quality is phenomenal! The MT/1 is slightly high-priced,in the \$200 range, but it is fully cable-ready,including the mid-band channels. And - ahhh! - it features a wireless remote control unit that makes operation great for lazy guys like me. Another unlikely application that I have found is that you can compute with the switch set for back terminals, but still listen to the audio of the television through the speaker.

If you were an MTV fan(which I definitely not!),you could listen to music while you still worked with the computer. In fact, while I write these lines, I am looking at an EasyScript screen, but I am listening to a news broadcast through the speaker. Kind of different!

If you haven't yet seen the new Star Gemini SG-10,you owe it to yourself to take a look! Its print quality is absolutely superb, at least twice as good as the old 10-X (which was pretty darn good, anyway). It has a Near Letter Quality mode that is as good as a Toshiba 1340, and it reveals the best manual typewriter you ever used. There is also a proportional spacing mode which looks darned good, and slashed zeros are available under easy program control. At around \$300,it should become the top selling printer in the world.

I saw my first Star PowerType daisy wheel printer today, and it is quite good. 10,12 or 15 pitch,plus proportional spacing that makes copy look like it's typeset. Noise level is tolerable...not as quiet as a Silver Reed, but MUCH quieter than the raucous cacophone of my Smith-Corona. I don't think the Silver Reed supports proportional spacing; so, except in locations where the quietest possible operation is imperative, I think the PowerType will become the dominant daisy wheel printer in the home computer field within a few months.



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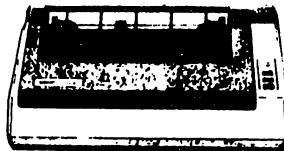
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- VLSI technology yielding low cost, small size and high reliability

SOFTWARE OR SYSTEMS

EASY SCRIPT COMMANDS

VIEWING DOCUMENT	pp. 2-7
F1 O V (video)	(Run/stop to exit to edit mode)
PRINT DOCUMENT	pp. 2-9
F1 O P (print)	(Run/stop to abort print out)
F1 O C P	(to print all pages continuously)
NON PRINTING COMMENTS	pp. 2-15
F3 nb" comments "	(one line long only)
ADDING A LINE	pp. 2-9
Position cursor over line where you wish to add a line:	
F1:shift inst/del	then F1 to edit mode.
SET MARGINS	pp. 2-16
F3 lm?:rm?	(must separate with a :)
LINE SPACING	pp. 2-16
F3 sp?	
JUSTIFICATION	pp. 2-16
F3 ju1 on	
ju0 off	
RIGHT ALIGNMENT	pp. 8-3
F3 RA1 on	F3 RA0 off
CENTERING	pp. 2-17
F3 cn1;	F3 cn0
PAGE LENGTH	pp. 2-17
assumes page lenght of 66	
to change F3 pl? ?=page lenght	
TEXT LENGTH	pp. 2-17
assumes text lenght of 60	
to change F3 t1? ?=text lenght	
TO SCROLL VIDEO DISPLAY	pp. 2-18
back & forth -horizontal cursor keys	
down	- logo key
up	- abort with run/stop key & begin over
F7	- tabs across in 20 col. increments
F5	- tabs across in 40 col. increments
Return	- to col. #1 of current line
Space bar	- tap tp move to bottom to end of page
c	- to view next page when at end of page
SAVE DOCUMENT	
F1 F (file)	

All lines document should have either character or 'retrun' on line

DISK COMMANDS (F4)

pp. 2-20

- Format Blank Disk - F4 n0:disk name, 2 digit code
- Save Document - F1:F (file)
- Display Directory - F4 \$0 (space bar to stop list)
- Print Directory - F4 +\$0 then F1:0:P
(erases any document in memory)
- Scan Dir. & Load - F4 +\$0 then F1:L then F2 until
name of file appears then Retrun.
- Delete File - F4 s0:file name
- Rename File - F4 r0:new name = old name

DELETING LINES

pp. 2-27

- F1 D then vertical cursor key then Return.
(erases whole lines of text)

DELETING WORDS

pp. 2-28

- F1 D then horizontal cursor key then Return.
(erases partial lines or words)

ERASING TEXT

pp. 2-28

- F1 E S (for sentence - recognizes only '.' as end
of sentence)
- F1 E P (for paragraph - erases up to next return marker)
- F1 E R (erases remainder of screen text)
- F1 E A (erases entire document)

SETTING HORIZONTAL TABS

pp. 2-30

- F1 T H (first position cursor where tab should be)
(use F7 to move screen to tab position)
- F1 P (to view tab positions)
- F1 C H (to clear tab under cursor position)
- F1 Z H (to clear all tabs)
- To save tab positions on disk add '+' to the end of the
filename.

LINE FEEDS

pp. 2-32

- F3 ln? ? = number of blank lines

HEADINGS

pp. 2-33

- F3 HD?:A,B,C ? = number of lines between heading and text.
must have a : after this number.
must have two commas in command
- A = right justified heading
- B = centered
- C = Left justified heading

FOOTINGS

pp. 2-33

- F3 FT?:A,B,C

PAGE NUMBERING

Page F1 # Include this in the heading or

footing in

- position A,B,C. Ex. hd2:Report,,Page #
To start with page number other than 1, use p # xx where
xx = page number. Use before header or footer.

FORCED PAGE

pp. 2-34

F3 fp0 Enter in document where you want the text on a page to end. Forces printer to linefeed to a new page.

INSERTING TEXT

pp. 2-36

F1 I T exit - F1 I again.

MERGING TWO DOCUMENTS

pp. 2-37

F1 I Place cursor at point in text where second document is to be added. Load second document. (F1 L then type second document name.) To exit - F1 I

LINLKED DOCUMENTS

pp. 2-38

F3 LK:next filename (must be on its own line & must be last item in the file.)

PRINTING LINKED FILES

PP. 2-39

F1 O L C P O=output;L=linked file;C=continuous;P=print

PRINTING MULTIPLE COPIES

pp. 2-40

F1 O X P

VIEWING LONG DOCUMENTS IN EDIT MODE

pp. 2-40

Shift CLR/HOME moves to start of text
CLR/HOME moves cursor to top left of screen
left arrow moves cursor to right edge of screen line again
F1 G E moves to end of text
F1 G XX moves to line XX
F1 G 999 moves to last line in current file

F1 space bar displays next screen
F1 Shift space bar displays previous screen

PANNING

pp. 2-41

F1 Shift vertical cursor pans up
F1 Vertical cursor pans down
F1 Horizontal cursor pans right
F1 Shift horizontal cursor pans left
Run/Stop stops panning
Shift speeds up panning
Space bar temporally halts panning
Space bar again restarts panning

SEARCH & REPLACE

pp. 2-41

See manual

HUNT

pp. 2-42

See manual

MARGIN RELEASE

pp. 3-2

F3 MAx_x xx = number of characters back from set margin
you wish to begin.**INDENTATION**

pp. 3-2

use new margin values and then return to original
margin values when indentation is completed.**EMPHASIS**

pp. 3-2

F1/(< start reverse printing
F1/(> end reverse printing**LINKING SPACES**

pp. 3-4

to insure that certain combinations of words will not
be split at then end of line:
link words with shifted space bar.**CAPITOL LOCK**

pp. 3-5

F5 on F5 again off

DECIMAL TABS

pp. 3-6

F6 for Decimal On - F1 T H - then F6 for Decimal Off
Decimal tabs indicated by #**CONDITIONAL FORCED PAGE**

pp. 3-8

F3 F P xx xx=if there are not xx lines left on page when
command is finished, then start a new page.COMMODORE TRYING TO 'DRIVE MARKET' WITH NEW 128 COMPUTER

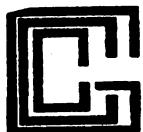
With little competition on the horizon in the under-\$500 home computer market, Commodore (McC West 5030) is forging ahead with its C64-compatible 128 system. The new unit, which should retail for less than \$300 and also features CP/M compatibility, represents Commodore's attempt to drive the home computer market, according to Bob Trukenbrod, vice president of marketing. "This shows that we're not just taking what we already have and trying to live off of it," he stated. "Not only does the CP/M compatibility open up a whole new library to consumers, but the flexibility built into the hardware enables the user to really grow into the system."



GAZETTE

JULY 1985

VOLUME 2 NUMBER 7



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PO BOX 207
BELLEVILLE IL 62222



EDITORS VIEW

The G.C.C. GAZETTE

EDITOR: Don Woodward

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THE CLUB

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M.A.L. : Earl Salmons....397-5029

This month's issue is packed full of new and (we hope) better features that will make our club better. Be sure to read all the adds and the columns so you are not left out of all the activities that are coming up.

Dr. Vogel is back from vacation with pen in hand. Jim Wright has two articles for everyone; one on CES(Consumer Electronics Show) and one on protocol. Thank you Jim, I need all the help I can get in using my modem. Bill Eardly once again has brought us some very useful information on printer and Easy Script. Even your editor has contributed with a little story about an experience with Cardco.

Don't forget to look over the recommended Constitutional change. This will be printed in one more newsletter and then will be voted on.

Don't forget the copy session coming up this month. At the next meeting is a good time to stock up on disk. We should have some new disk, from TPUG, to look at and copy.

It is my turn to go on vacation, so if you have any articles either send them to Rich or give them to Dr. Vogel at the July meeting. We need more articles from you. At the meetings I hear so many good pieces of advice that are told from one member to another. Jot down what you have learned and share it with the rest of us.

Until the next time, good reading.

Don Woodward

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MON. - FRI 9 TO 7
SATURDAY 9 TO 5

VIEW FROM THE TOP

We are fast approaching our second anniversary. We will soon be two years old and can no longer claim we are a new club. In this industry that makes us old timers, especially where the C-64 is concerned. We have traveled over a lot of bumps, and ruts, But, with the aches and pains came maturity. We have developed into a large, solid, and well respected club. My hat is off to all of us for how far we have come and where we are headed.

Along with this growth there has been many changes in the way we do things. And I can assure you that there will be many more to come. Starting in July we will be following Roberts Rules in order to conduct the main part of the meeting more efficiently. The various points of order are covered very thoroughly this way. We are trying to clean up our act in this area in order to avoid confusion in the future.

In August, we are going to try a new meeting format. We have discussed this at great length and researched what other clubs are doing to find an approach that would work well for us. The actual changes are small, it is the order that will have the most noticeable effect. The meeting will follow this format:

7:00-7:45PM	SIGS and general discussion
8:00-8:30PM	Business meeting
8:45-10:00PM	Demonstrations followed by more open session.

We think this will create a better flow of activities and give members an easier way of attending the parts they wish. It has been difficult for many to make it by 7:00 and there are many who do not participate in the sigs. The side effect will be that sigs can conduct business under quieter conditions without having to fight the madness of the open session. We feel that more can be accomplished this way.

VINCE LE PES
PRES. G.C.C.

JULY TREASURY REPORT
by
GARY VOGEL

Sorry about the lack of treasury information last month. Vacation plans and a death in the family slowed me down. So this month I'll bring you up to date.

We have made several purchases during the past two months. A disk drive, surge protector, and interface were obtained for the Club's bulletin board (\$590). The Club T-Shirts were also purchased (\$400). And finally we repaired the librarian's computer (\$55). Newsletter printing and postage costs ran \$147 in May and \$127 in June.

Fortunately, we did take in a few dollars! The May meeting produced \$407 in dues and disk sales, the June meeting about \$550. This leaves us with a present balance of \$972.87.

FOR BEGINNERS ONLY
by
Gary Vogel

At our monthly meeting in July I will try to present some short cuts and tips that beginners might find useful in operating their 64's. Most of these will be short and to the point, but I would suggest bring a notebook and pen to jot some of the ideas down. Sorry guys, no handouts this time.

Remember, the beginners group that meets at the meetings is not intended to be a 30 minute lecture. Bring your questions to be answered and most definately your ideas to be shared.

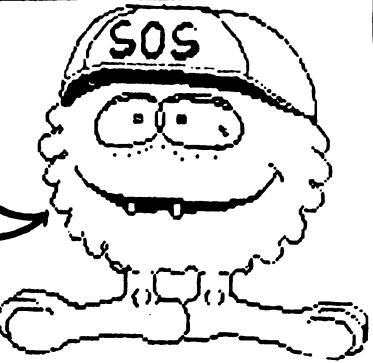
If you would like a copy of some of the public domain copy programs that can be used to back up a disk, bring a formated blank disk with your name and phone number on it.

See you at the meeting.

Summer Of Savings

SALE
ENDS

7-31-85

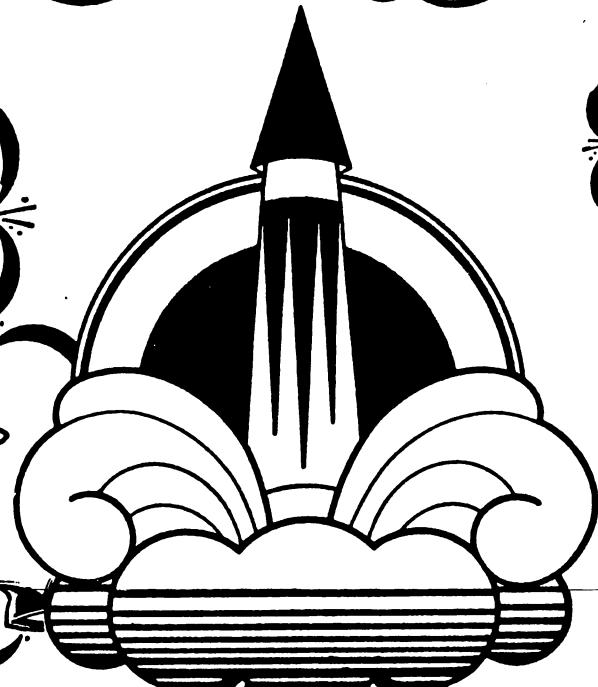


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Switching your VIC & C64

For those of you that have one or more computers, here is a nice way to switch between them and your disk drive.

Fig. 2 shows a box with three cables, a switch, and a push-button. The three cables are used to connect your VIC/C64 and disk drive together through the switch box.

Looking at Fig. 1, this schematic shows that when SW1 is in the C64 position you have the output from the C64 to the disk drive. I have also provided a Reset push-button SW2 for those occasions when you lose keyboard control and need to reset the computer. This also resets the disk drive.

When you wish to operate the VIC you just throw switch SW1 into the VIC position and you now have control of the disk drive.

As Fig. 1 shows the lines being switched are pins 1,3,4,5 and 6. The other line GND goes to all of the devices.

The switch SW1 can be (2) 3PDT switches or (1) 6PDT switch, and any style can be used. I am presently using (1) 4PDT Rocker type switch but, a (4) or (6) pole rotary switch can be used, too. The push-button switch SW2 is a simple normally open type of switch.

The box can be a plastic or metal Bud box, making sure it is large enough for whichever style of switch and push-button switch you get.

The hard part of this project is working with the Male DIN plugs used to connect to the computers and disk drive. They are 6 pin DIN plugs and can be gotten at GATEWAY ELECTRONICS along with the other switches and Bud box. The problem I had with the DIN plugs is that being cheap, they need to be heat-sinked when you solder the wires to the pins.

An easy way to do this is to buy a FEMALE DIN socket and insert the Male pin holder into the socket before soldering. This provides the heat-sinking needed to keep the pins from melting out of the plastic insert and also something to hold onto.

The guage of wire is not critical nor does the cable used need to be shielded. I chose to use between #24 and #28 guage wire because the smaller the wire the easier it is to solder to the plug pins which are small to begin with.

After you have decided how long you need each cable to be you can solder the wires to the male plugs. Keep in mind that you should follow some kind of color code scheme to make it easier to wire the switches in the Bud box. My color code is shown below.

Plug Pin #	Color
1	BROWN
2	RED
3	ORANGE
4	YELLOW
5	GREEN
6	BLUE

With the cables and plugs so each cable to go into the box, the push-button SW2 on the box cover is to solder the wires from the disk for WIPER of the slide or rotary of your color code. Next you contacts of the switch for each wires on one side of SW1 and the of switch SW1.

The next step is to wire the side of push-button SW2. After a good practice to use an OHM meter from each pin with SW1 in the C64 disk plug. Then check to see that drive with SW1 in the VIC position.

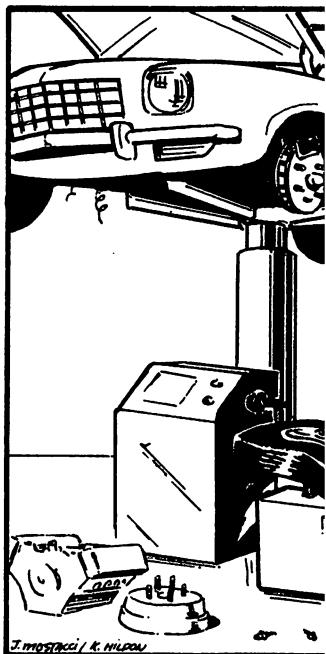
One last point is to see between GND and the RESET line pressed in each computer position.

For those of you with only a this scheme can also be adapted for the DIN plug to the VIC and switch it straight through and still contain RESET capability.

Once all of these steps have with no errors, it is time to plug

One last note, if you would contact me, and I will be glad to needed.

[From the Commodore Users



He's the new s
He seems to
but I don't think he

dered, drill your holes for
en mount switch SW1 and
ate. Now comes the time
drive to the CENTER contact
witch SW1, Keeping track
ill solder the OPPPOSITE
omputer, keeping the C64
IC wires on the other side

GND and RESET lines to each
npleting these steps it is
r and test for CONTINUITY
position to each pin of the
the wires go to the disk
, too.
that you have CONTINUITY
when push-button SW2 is

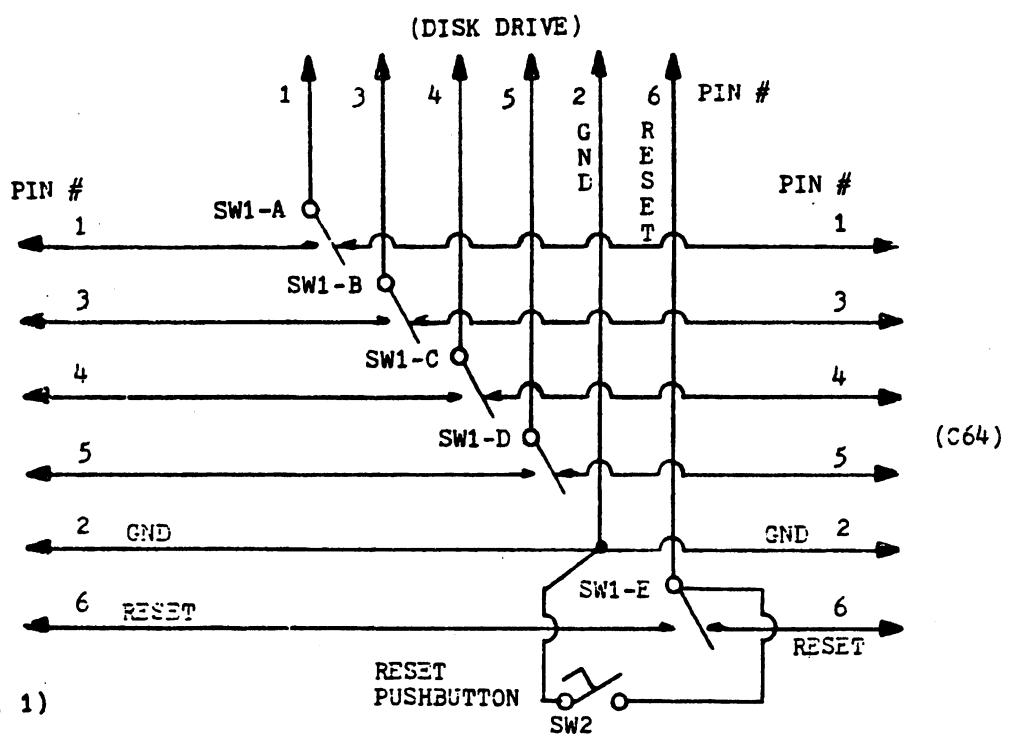
C64 computer and disk drive
you by eliminating both
SW1. You would just wire
ect push-button SW2 for the

been tested and are correct
it in and try it.
d like more information,
give you the information

Good Luck
Written by
Irwin Feldenberg

(VIC 20)

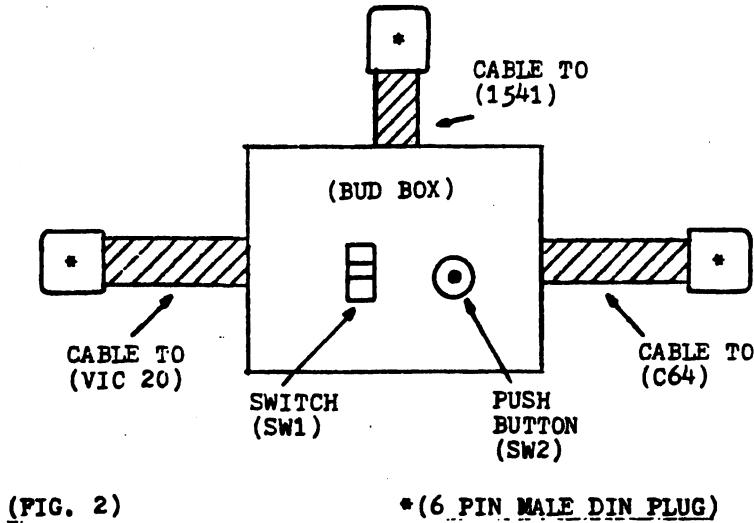
(FIG. 1)



roup of St. Louis]



top assistant.
like it here,
s gonna work out.



SWITCH (1541 DRIVE) TO V20 OR C64

The following is an excerpt of a description of the XMODEM protocol, as described in the April issue of the Gateway Computer Club Gazette, as written by Jim Wright, Sysop for the GCC and author of the Comm-Central BBS.

To start, what is a protocol, anyway?

A protocol is a method of transferring data. All systems involved must be using the same protocol for the transfer to take place. Put simply, the protocol transmits a chunk of data, asks the receiving end if all is well, and then does one of three things. (1) If all is well, the next chunk is sent. (2) If an error occurred, the chunk of data is resent. (3) The transfer is aborted. This normally happens after a preset number of errors has occurred.

One of the most common protocols is XMODEM Protocol. There are others, however. Punter Protocol is popular with some of the older Commodore users, but is just a variation of XMODEM, but slower. Compuserve, a nation-wide BBS, has several of it's own protocols, in addition to XMODEM. So since XMODEM is used on Compuserve, in addition to so many other boards, this is the protocol I have decided to add to the Bulletin Board. What follows is a detailed description of how XMODEM works.

The following abbreviations will be used for ASCII codes: ACK = chr\$(6), NAK = chr\$(21), EOT = chr\$(4), CAN = chr\$(24). These stand for acknowledged, not acknowledged, end of transmission and cancel, respectively.

We will assume both computers are ready to begin the transfer, since this will vary according to programs used. The receiving computer sends out an initial NAK, and the transmitting computer sends the first block of data. This block is divided up into the following parts. The first byte is always a chr\$(1). The second byte is the block number. The third byte is 255 minus the block number. The third byte is created for use in the checksum which determines if the data is intact. The checksum is simply all the ASCII codes of the data added together. The checksum for the first three bytes is always 0. EX. The first 3 bytes in decimal for block# 4 would be 1, 4, 251. Adding these gives $1+4+251=256$, which, in binary, is 0. (Those of you not familiar with binary arithmetic will have to trust me on this one!)

The next 128 bytes are the actual data being transmitted. The last byte, #132, is the final checksum of the entire block. If the receiving computer comes up with the same checksum, an ACK is sent by the receiving computer, and the next block is sent. Somewhere along the line the data received is saved to disk.

Normally, nothing goes wrong in the transfer and the above description works just fine. However, life isn't that simple. What happens if the checksums don't match? Well, in that case an NAK is sent to the transmitting computer, which then resends the block of data. Normally 10 NAKs will cause the transmission to be aborted, depending on the software you are using. A noisy phone line could cause a lot of problems. There is one other problem that could occur. The transmitting computer may not receive the ACK signal to send the next block. If it doesn't receive the signal in roughly 10 seconds, the block is sent again. If the receiving computer, while checking the block number (byte #2), discovers it already has this block, the block is discarded and things pick up where they left off.

Finally, after all blocks have been sent, the sending computer sends a EOT. Since this is (to the receiving computer) the first byte of data, it is checked to see if it is a chr\$(1). If not, an error occurs unless it is an EOT or CAN.

**asy Script-Star SG 10-MW350-Cardco
PRINT STYLES by Bill Eardley**

People are constantly asking me, "How do you get all those print styles from your PRINTER?". The answer is easy once you have explored your printer. Yes it takes time to figure all the options out but it is really worth it. Below are the standard commands to use with two different printer interfaces using Easy Script and an Star SG-10 or 15 printer. Yes, different printers or word processors will give different results. The first command in each review sets the print style and the second cancels it. If you ask why I did not use only the command mode of "Easy Script documentation, page 8-10, it was because this mode only allows for ten commands. With one used to turn on and one for off, you end up with only 5 print styles. See previous reviews with the Epson printer.

MH 350 -transparent mode

F1[and F1] enlarged-double wide test ok. (sometimes called enhanced).

F1(and F1) emphasize test ok. (does not work on italics-use double strike).

F1; and F1: underline test ok. F1& and F1% double strike test ok. (does not work on elite-use emphasize).

F1(F1< return and F1> condensed -test.

For setting elite use command line as follows: F3 1=1: 2=2

F1^B F1 2 and F1^B F1 1 -elite test ok.

F1^4 and F1^5 alternate test ok. (sometimes called italics).

For setting mice size use command line as follows: F3 8=83: 1=1: 9=84 then F1^F1 8 F1 1 and F1^F1 9 mice size test ok.

F1^B F1 4 and F1^B F1 5 sets the new near letter quality mode test TEST Test

Cardco -standard mode

Same as above except for:

a)condensed: F1(F1[F1]F1)
return and F1> -must be on a separate line above test ok.

b)double width: F1[and F1]F1^@ return -must be given a line feed after the F1^@ or type will revert to condensed for next line. test ok.

These nine (9) type styles can be used together to get about twenty (20) styles of print. Example: double wide+alternate+emphasize test ok. Try various other combinations to suit your needs. Some styles such as condensed, double wide, and mice affect margins because they are of different widths. They also require resets (F1^@ return) and line feed after the reset. They do using the Cardco interface but generally not with the MW 350. Thus they may be changed on a single line, but are especially hard & sometimes impossible) to change back on the same line. Underline must be stopped and started for each new line because it does not honor the left margin setting. The new near letter quality mode may be turned of and on at any time. If you are using a printer other than a Gemini which uses Epson commands you may not be able to mix some of the print styles on the same line. Test them out. Only the current Gemini Star "S" series such as the SG 10/15 have this near letter quality mode. I will put these samples on a disk of the month in the near future.

GOOD LUCK.

* WANTED WANTED WANTED WANTED *
* Program Committee *
* Assistant Editor *
* Assistant Secretary *



As you've probably read elsewhere in this newsletter, the meeting format is going to be switched around, a bit. This new format will have the SIGs first. At this time, I'm not sure if this will be in effect for the July meeting or not.

The topic that I have for the telecommunications SIG is tele-gaming. Hope to have a good crowd turn out for this one.

The main demo for the meeting will be(I hope) the C-128. The demo for last month was cancelled due to the fact that Commodore had not shipped any of the machines. The reason for this was a problem with FCC approval, which they have taken care of. If you remember the B-128, the one Protecto had, Commodore ran into a problem with that machine. Commodore had shipped a limited number of machines to dealers as displays, not to be sold. They couldn't be sold because the FCC hadn't approved the machines. Well, the dealers sold the machines, and the FCC pulled the approval, causing a 6 month delay with the machines. By that time, Commodore decided to cancel the machine. Commodore was unwilling to repeat this scenario with the C-128.

The board is running well, so it looks like it's time to make another bunch of modifications! I won't be giving any details, but I'm sure that everyone will enjoy the new capabilities.

I would like to thank Bill Eardley, who, in addition to being a member of the GCC, is an officer in the Springfield Pet Users Group (SPUG); for his help in making the board work properly with the 1001 disk drive. Bill has just set up a BBS for SPUG using Comm-Central. This system is running on 2 1001 drives, for a whopping 2 meg of storage! Not to be out-done, we will soon be using the club's 1001 in the GCC section, and replacing our 2 MSD duals with 1001's for the rest of the BBS!

One last minute note: We have just come across a company offering a 25 MEG Hard Diskfor the 64. Price around \$1200! We will be looking into this drive a little more closely, before we add the 1001's.

Hope to see you at the meeting!

Jim Wright,
Sysop, GCC

Looking— over the secretary's desk



CONGRATS:Congratulations are in order to our two new elected officials; ie Don Woodward was elected to the honorary post as Newsletter Editor and Earl Salmons was elected to the Board as our new Member At Large. Welcome aboard!!!

FAIR:Our Computer Fair is scheduled to be held the 4th Saturday of September at the St. Clair Mall. We would hate to see 3 or 4 people represent our club. We would love to see our club represent our club.....stop by Vincents' store or call and offer to help with YOUR fair. To make it a giant success it will just take a little effort on EVERYBODYS part.

SPECIAL:For those who made the June meeting the special was \$5 off the annual dues in the GCC. Much to my surprise, there were only 25 people who took advantage of the savings. It is becoming more difficult to think of things to get people to the meetings, but I think the Board has come up with a real winner. Since the C-128 failed to show up at the last meeting, we have decided to give one away. Well, raffle one anyway. Ticket sales will be limited to 128 and will sell for \$2.50 each. You have to attend a meeting to purchase one, you have the next three meetings (unless we sell all the tickets first) to purchase one, and the drawing will be held at the Fair. You will not have to be present to win!

HELP:If you have an idea for the meetings, or an article for the Newsletter, or any suggestions at all, drop me a line in care of the return address on this newsletter.

NEW FORMAT:Starting in Aug, the meetings will start with the SIGs (Special Interest Groups). This will help some of the people that can't make the Business part of the meeting on time. Here's the schedule:

7:00 to 7:45 SIGS
8:00 to 8:30 Business

CARDCO
by Don Woodward

8:40 to 10:00 Demo's
Breaks will be in between. Please attend and join or start a SIG.

CARDS: Just a reminder, if you send your dues by mail and would like me to send a membership card back, send me your old card (if applicable) and a stamped self addressed envelope. You may also pick up your card at any meeting.

WANTED: I'm looking for a membership committee of one (or two) to take over the duties of handling the clubs records. They are kept on "Superbase 64" and some knowledge of that program would be necessary. If you are interested in taking an active part in the club, learning a lot about a database, and working about 4 hours a month for free, PLEASE let me know!!!!!!

HOPE you had a safe, happy 4th of July, see you at the meetings!

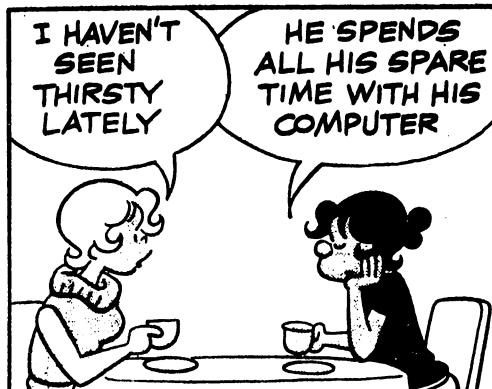
Rich Fisher, Sec'y

NEW MEMBERS—

All of us at the Gateway Computer club would like to welcome to the fold the following new members:

Boyer, Jim
Clinton, Jean
Germaine, Guy
Goldsmith, Dale
Hemmer, Tom
Keeney, Eugene S.
Kloos, Thomas A.
Kraus, Jeff
Orris, Frank J.
Pluff, Brian

HI and LOIS—By Mort Walker and Dik Browne



DIK BROWNE 6-21



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If you own a 1541 Flash and you have a Cardco numeric Keypad do not send for the Keypad adaptor so the Keypad can be used at all times without the software program. The Keypad adaptor will not fit into the 64 along with the Flash.

I purchased the Keypad and sent away for the Keypad adaptor (that was my first mistake) directly to Cardco. When I tried to install the adaptor it would not fit, so I called Cardco to see if they had another adaptor (call 1). Their advice at the time was to take out the flash whenever I used the keypad and they would not let me return the adaptor for a refund. I wrote them a nasty letter about the adaptor and their GREAT advice. About a week later I got a phone call from Cardco (which I had to return because I wasn't home, call 2) where they said they could make me an adaptor so I could use my adaptor for another \$15.00. I told them no thank you and said I will just put the adaptor on the shelf and forget the whole thing. Cardco called me back the same day and said they would let me return the adaptor if I could prove that I purchased it from them.

I sent back the adaptor, but three weeks later I had not heard from Cardco. I called them (call 3). They said they had not processed the package yet. I finally got the check, which included shipping and handling, but it was not signed. It took them two more weeks to get a signed check to me. Moral of this story: Be sure, if you buy mail order, you know the companies policy on return.

CES
by Jim Wright

WOW! That's about the best way to describe the Consumer Electronics Show, just held in Chicago. The phrase 'Knocked my socks off' also comes to mind. What did I see there, you ask? Well, here's a few things we found out...

Atari will be releasing its new ST series machines around July 10. We saw a very impressive demo of the 520 ST, which comes with 512K of ram. The machine can do virtually everything a Macintosh can, plus adds 16 colors and 8 luminance levels, for a total of 128 colors! Also, The machine will be selling for well under \$1000. One drawback, however, it is not disk compatible with the Mac. This machine has gained a lot of publicity in the media lately, but something that hasn't seen much publicity is the Commodore Amiga. This machine promises to be even more powerful than the ST, while offering 256 different colors. The details on this were sketchy, but there are supposed to be either 16 or 256 luminance levels, for a total of 4096 or 65536 colors! We'll know soon enough, since Commodore plans to officially announce the machine in mid July. Software should start becoming available in either August or September, since many companies already have the machines available for development work.

Also at the show were two companies offering Hard Disk drives for the 64. These units each had 10 Meg drives, but were available in larger sizes. Prices started around \$1500 for both units, which is pretty much typical for Hard Disk drives for ANY computer.

And of course, C-128's were all over the place, and not just in Commodore's booth. Many companies are hard at work readying new and/or improved software which will take advantage of the 128's special features.

* CLUB SHIRTS *
* Blue t-shirt with dark blue logo *
* and collar will be sold at the *
* next meeting for \$5.00 *

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*CONSTITUTIONAL *
*CHANGE *

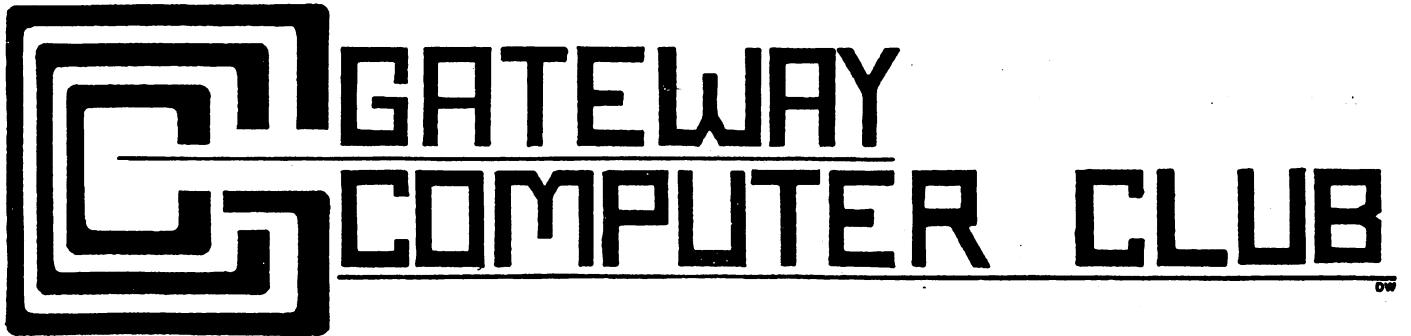
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* Computer Fair Committee *
* *
* Bryan Bruss 654-4729 *
* Bill Buehn 233-5336 *
* Bill Broda 533-0148 *
* Larry Briggs 345-0220 *
* Earl Salmons 397-5029 *

* CONTEST WINNERS *
* 1st. Michael LePres *
* 2nd. Al Whitfield *
* 3rd. Eric Frost *

* WIN A 128 *
* \$2.50/Ticket *
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* July and August Meetings *

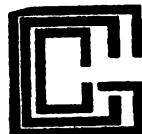
* DISK PRICE BREAKTHROUGH *
* *
* ALL BLANK DISK ARE *
* *
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GAZETTE

August 1985

VOLUME 2 NUMBER 8



PO BOX 207
BELLEVILLE IL 62222





EDITORS VIEW

The G.C.C. GAZETTE

EDITOR: Don Woodward

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EDITOR : Don Woodward....235-6858
SYSOP : Jim Wright.....277-1198
M.A.L. : John Sundstrom..397-7235
M.A.L. : Earl Salmons....397-5029

You may have noticed that this issue is a little thin, it contains all the articles that were submitted to me from the membership. It is hard to put out a long and interesting news letter when no one gives you anything to print. All the articles in this issue are from board members. Our pens are running out of ink. Why can I not get any articles from the general membership.

When I took this job I thought I could inspire the membership to submit articles, but I seem to be wrong. I do not know what the membership wants in a newsletter, it seems all anyone wants is list of the coming activities and not a letter where ideas and experiences with products and services are shared.

At this point, the December issue will be my last issue, I do not plan to run for this position for next year. There are too few people doing the work in this club. If this last statement makes anyone mad, good, get mad enough to participate in this club or at least write something so I will have some material to print.

until the next time-good reading

Don Woodward

The Library File

by Tom Metzger

This month you will be getting your printout of the D. O. M. program descriptions here, in the newsletter, rather than at the meeting. This month we are featuring the TPUG "TA" disk, one of the new additions to our library. Program descriptions follow.

GATEWAY D.O.M. AUGUST, 1985 DISK 25

fast backup.c This program copies the entire contents of a disk another in about 4 minutes, using one disk drive.

luscher.c This program will show you eight color bars. You must select colors several times. The program will then tell you what your choices reveal about the real you.

luscher.text0.d This is a data file that is accessed by luscher.c.

luscher.text1.d This is a data file that is accessed by luscher.c.

luscher.text2.d This is a data file that is accessed by luscher.c.

luscher.text3.d This is a data file that is accessed by luscher.c.

luscher.text4.d this is a data file that is accessed by luscher.c.

memory decoder.c This program will decode any part of your Commodore 64's memory.

conversions.c This program will allow you convert measurements from one system to another.

legibility.c This program will let you look at combinations of character and screen color so you can make note of bad combinations.

driver.c Drive your car down the twisty road without going off the road into the ditch. Control your car with a joystick using port.

rescue.c Send shuttles to rescue survivors that are stranded on the plane below. Beware of the various mines that are orbitting the planet. Control your ships with a joystick plugged into control port #2

sub hunt.c Using your jet drop depth

charges on the enemy's sub as fast as you can.

stomp.c Avoid the stomping feet. **arsonist.c** Catch the arsonist and put out his fires.

math whiz.c Your Commodore 64 will test your math knowledge.

printing.c Print messages and notes to yourself with the aid of your 64 and printer.

multi labels.c Print labels using your commodore 64 and printer.

filesort.c Sort any sequential file on disk in any fashion.

bigfile.d This is a data file accessed by filesort.

hugefile.d This is a data file that is accessed by filesort.c.

report gen.c This program generates a report on the output file from filesort.c on either bigfile.d or hugefile.d.

basic math.c Test your math skills with the aid of your c-64

home budget.c Keep track of your money with the aid of your Commodore 64 and your 1541 disk drive.

Keyboard.c This program will show what some of the special keys on your 64's keyboard do.

battle hymn 1.c this program plays Battle Hymn of the Republic

battle hymn 2.c this program plays Battle Hymn of the Republic

RUSH 'n'print

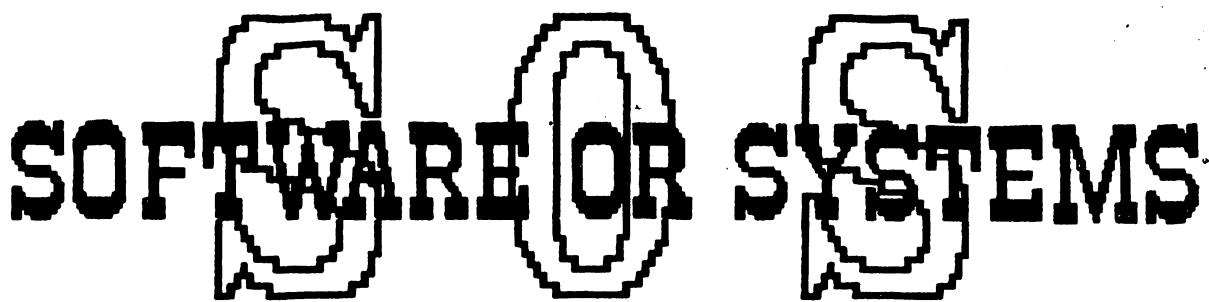
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FROM THE TOP



HAPPY ANNIVERSARY

August is a month for celebration in the G.C.C., we are now two years old. Congratulations to ALL for this major feat! And I think the next two years will be even better. With most of the growing pains behind us, the year ahead of us should be much smoother sailing. We have come a long way from informal gatherings to a sophisticated and well recognized computer club. Many thanks to those who contributed and participated in making the G.C.C. what it is today.

As the summer draws to a close, we hope to see many smiling faces at the general meetings again. With interest turning to indoor activities, many of you will be returning to your computers. The fall meetings will reflect this with increased activity at the monthly meetings. We have many new activities planned for this fall and hope to see all of you there to take advantage of them.

We are still looking for a program committee, assistant newsletter editor, and we need all the manpower we can get for the Computer Fair. If you want help the G.C.C., let us know. We will be more than glad to bring you on board.

Check out the new format for the general meeting. I think you'll like it. Till next month.....

VINCE LE PES
PRES. G.C.C.

* WIN A 128 *
* \$2.50/Ticket *
* Only 128 Tickets To be Sold *
* Buy A Ticket at the *
* July and August Meetings *

Well, summer is starting to draw to a close, and thoughts are returning to work, and school. Things are slowly returning to normal.

In keeping with the lazy days of summer, not much has been happening on the board, as far as major changes... I have added lower case text, and a private database. The database is accessed thru the GCC section of the board.

We have also added another board. It is called the 'TECH' board. This board will be mainly for questions and conversations of a technical nature.

If there is anyone who still is not in the GCC section, please see me at the meeting and I will take care of it.

Hope to see you at the meeting...

Jim Wright,
Sys-Op, GCC

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*CONSTITUTIONAL *
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MON. - FRI 9 TO 7

SATURDAY 9 TO 5

Looking— over the secretary's desk

Somewhat I had a feeling the elusive C-128 wouldn't make it to the meeting and in protest I decided to take off for two weeks on my motorcycle to look for it. Guess what? It isn't in Florida! I just checked with our pres. this afternoon, and it apparently isn't in Illinois either. I remember when this club consisted of ten or twelve guys sitting around Dale Wentz's living room with Vic-20's discussing what new programs could be found in such and such magazine, and when was Commodore going to release their brand new innovation—the '64! There was a time that our total list of programs numbered less than 50 between us, and now I have three times that many utility programs. So, have faith, eventually it will show up, and who knows, in two years it will be "Honest Hon, it was a good computer when I bought it, but now it just doesn't have enough memory to handle our checking account!".

The next meeting will mark the beginning of our new schedule. In case you forgot SIGS will meet from 7 to 7:45. At the same time, a video tape of the PBS show "Bits & Bytes" will be shown, and in fairness to yours truly and the other board members, there will be no club business conducted during this time. If you have a mechanical mind to go along with your computer you are going to love the demo at this month's meeting. The topic is going to be Robotics. I've been told there will be live(?) demonstrations—don't miss it.

I came across a real handy phone number the other day, 1-800-247-9000, Commodore Customer Service. Put it in your memory banks for future reference.

The calendar pad is thinning out as we approach Oct. 5, the date of our Computer Fair. The list of volunteers is growing, but we need more people and more computers. If you can help, call Larry Briggs at 345-0220 as soon as possible so a schedule can be worked out. Remember, it's your club and it is

no better than the sum of its members (u+u+u=SUCCESS). By the way, there are still a few tickets on the C-128 left, only a total of 128 will be sold. The drawing will be at 8:00PM at the Fair.

Before closing I would like to say hi to the COUGAR club, a new user's group from Tempe, Az. They sent us a note saying they would like to exchange newsletters....OK guys, here's ours. If any other club is interested in the idea, send me a newsletter and we will place you on our mailing list.

I just glanced at the line counter again, and I'm getting wordy again. Since it is still early, I think I'll throw two or three railroad ties under the coffee pot, drag out some of those old disks, and compute! See ya at the meeting,
Rich Fisher, Sec'y

NEW MEMBERS—

All of us at the Gateway Computer club would like to welcome to the fold the following new members:

Goodwin, Geo H.
Ladner, R. Martin
Lewallen, Gerald D.

* CONTEST WINNERS *
* on *
* Summer Games II *
* 1st. Tim LePres *
* 2nd. Richard Case *
* 3rd. Steve Hoerner *

Correction:
Phillip Whitfield won
second place last month. Sorry for
the error Phillip

* CLUB SHIRTS *
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NEW MEETING FORMAT

In an effort to provide you with better monthly meetings, the following format will take effect at the August meeting.

7:PM - 7:45 SIG MEETINGS

8:PM - 8:30 BUSINESS MEETING

8:45 - 10PM DEMONSTRATION AND OPEN SESSION

We must try to be out by 10 PM, they want to go home too!

SIG means Single Interest Group. These are the small segments of the membership with a single interest such as machine language programing.

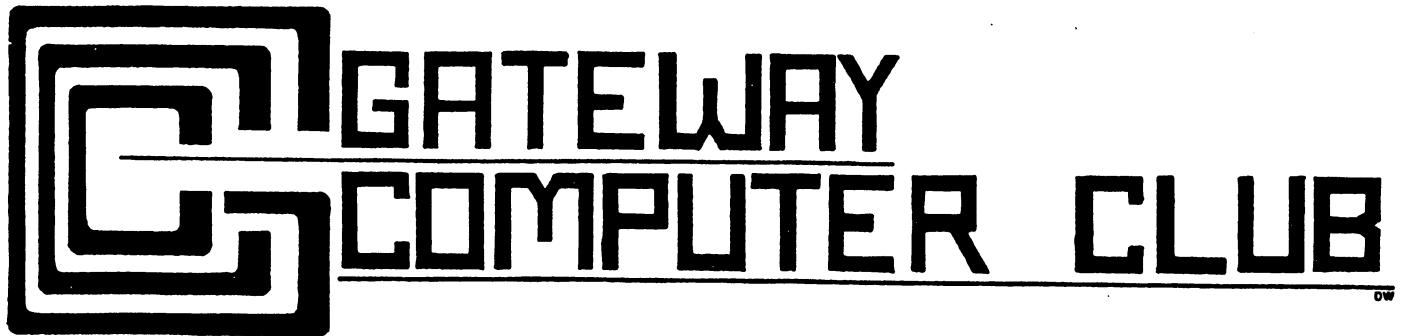
We will probably use this format for the remainder of the year. This will give us a chance to evaluate how this format is working and to get feedback from the membership. Let us know how you feel about it.V.L.

THIS SPACE AND
THE OTHER
FOUR PAGES OF THE
NEWSLETTER

RESERVED FOR
ARTICLES FROM
THE
GENERAL MEMBERSHIP

H E WE ARE IN NEED OF VOLUNTEERS H
L P TO PROVIDE THE G.C.C. A FEW L
! HOURS OF THEIR TIME TO MAKE !
H E THE COMPUTER FAIR A SUCCESS. E
L P WE NEED PEOPLE TO DEMONSTRATE L
! THE MANY APPLICATIONS WE WILL !
H E BE SHOWING AT THE FAIR. AND E
L P WE WILL NEED THE USE OF EXTRA L
! EQUIPMENT AT THE FAIR. IF YOU !
H E ARE INTERESTED IN EITHER, CON- E
L P TACT EARL SALMONS AT 397-5029 L
!

HELP! HELP! HELP! HELP! HELP! HELP!

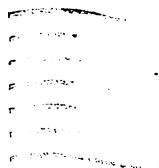
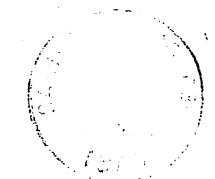


GAZETTE

November 1985 VOLUME 2 NUMBER 11



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M.A.L. : John Sundstrom..397-7235
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The October newsletter was not sent out to any of the members for a couple of reasons. 1. There were only two articles submitted and two pages is not worth printing. 2. You editor lost a week and only one board member had his column ready. I hope to make-up for not putting one out with this issue.

You will find the answers to the word search puzzle from September in this issue. The puzzle for this month is from SPUG in Springfield. They are also going to be a major part of this months newsletter. I have taken a lot of room in this issue for the library list, so everyone can update their current list. There will be not treasures report, sysop report or message from the editor. For the people who like to get into thier computers be sure to read John Sundstrom's article. Vincent Foley has started two new columns in this issue. The type of columns he is going to write are ones I have wanted since I took this job.

As of this writing the subject of this months meeting will be robotics. For all of you who missed last months meeting you really missed a wonderful presentation on the intigration of computers and ham radio, so don't miss this months meeting.

For the people who purchased 128 raffle tickets I have placed your names on the tickets. There were no stubs to send out to you.

The computer fair was a success, as you can see from the letter from St. Clair Square that Earl received and I reprinted. One of the names left off of the list of people who participated was Vince Le Pes, our president

I have used one page, my computer is getting hot and should go out of sync at any time, so till the next time good reading.

Don Woodward, Editor

isolators

OPTICAL ISOLATORS

by John L. Sundstrom

Inside the building where I work, the environment is often hot, noisy, smoky and dirty. Such conditions are not unexpected in the foundry industry. While such extreme conditions are not usually found in most locations where electronic equipment is used, some of the techniques used to protect delicate electronic equipment in extreme areas are useful anywhere. Optical isolation is an example of one of these techniques. Optical isolation can protect the input circuit of a computer or other electronic device from electrical noises of hundreds or even thousands of volts in amplitude. We have used optical isolators to protect the input circuit of a computer from electrical noises found in the foundry that can be expected to range from very high power motors starting and stopping to a careless mechanic hitting the signal conduits with an arc welder. It should be noted that while such things may not seem to exist in a typical house or office, starting and stopping even small electric motors, near by lightning strikes and even static from the tip of a finger can do damage.

Let's use the joystick port of a computer as an example device. A typical joystick port looks at zero or five volt signals controlled by 5 switches. Voltages in excess of 5.2 volts or so will probably do damage to the input circuit. A quick look at a joystick reveals that the outside is all insulating plastic and the cable from the joystick to the computer is only as long as necessary. Some joystick cables are even shielded inside the plastic jacket.

Now, some people are thinking "So What". Well, the joystick port can be connected to anything that looks like a switch and not just a joystick. Some of the things which would be fun to connect to the joystick port include burglar alarm switches and telephone switching signals. In the foundry, we used a computer to measure speed by measuring the time between pulses from a switch. It now can be seen that most of these neat uses do not look like the original joystick. The burglar alarm has wires running all over the house which act as antennas for all sorts of electrical noise. Telephone circuits have power of their own and are also vulnerable to lightning strikes.

Now that everyone is convinced that isolation is necessary, let's look at that impressive sounding device called an optical isolator. Typical optical isolators are little six pin or eight pin (for dual circuits) integrated circuits. They are very inexpensive - usually about \$.20 each. Inside the isolator there is a light emitting diode and a photo transistor. When your input signal lights up the input diode, the photo transistor turns on just like a switch. It should be noted that there is absolutely no direct electrical contact between the diode and the photo transistor; most isolators have a layer of glass between the diode and transistor. Only the light beam passes from the input diode to the output photo transistor. Most joystick ports will accept the output of a typical optical isolator photo transistor directly with no additional electrical parts. Both single transistor types and darlington pair transistor types will work. Triac output types are also available but will not work properly with a joystick port.

Optical isolators are manufactured by many companies and are available at most electronic parts dealers including local Radio Shack stores.

Continued on p. 14

THE EVELYN WOOD DYNAMIC READER

by Warren Kossman, CTUG User Group

Those of you who have always wanted to learn how to speed read, but either didn't have the time or the financial resources to do so, will be pleased to know that this new release by Timeworks may be just the thing you've been looking for!

This program, which is based upon the Evelyn Wood Reading Dynamics Course, allows users to develop their reading skills through the use of various character recognition drills, eye exercises, on- and off- computer readings and drills designed to increase both speed and comprehension. The program also tracks the user's progress via report and bar graph format.

The entire program is contained on a single, double-sided disk. To use the program, one must also have a blank disk which will eventually be used to store data relating to the user's progress. When using the program for the first time, the aforementioned data disk will be formatted. Once this has been accomplished, the user can open the data file and begin going through the various exercises and readings.

One of the nicest features about the program is that it is entirely menu driven which makes it very user friendly. Even if one had not read the program user's manual, which, by the way, is very well organized, it would not be difficult to figure things out; however, reading the manual is highly recommended since it contains information about the Evelyn Wood reading method, which must be understood in order to gain any benefit from the program.

Five menus are used to take the user from one area of the program to another. The program begins with the FUNCTIONS menu which contains the following options: Open Data File, General Information, Progress Report and Initialize Data Disk. The Open Data File option must be selected every time you use the program in order for the program to keep track of the number of readings which have previously been completed. General Information is used at the outset to set specific progress goals and later to compare your current progress with your projected goals. Progress Report allows the user to chart his/her progress to date in either report or bar graph format. All of the information which is displayed on the screen when using the General Information and Progress Report options can be printed out with a single keystroke. INITIALIZE DATA DISK is used only when formatting the disk which is to contain the progress data. Each user must have their own data disk.

The SKILLS menu contains the Characters, Words, Phrases and Eye Exercises options. The first three are similar in that they display a character set, a word, or a phrase, which is followed by a list of nine character sets, words or phrases. The object here is to find the matching character set, word or phrase in the least amount of time possible. There are 10 lists to choose from in the CHARACTERS area and 20 in both the WORDS and PHRASES areas. All three of these options have 10 exercises for each list. The EYE EXERCISES option allows the user to select from three different eye

movement patterns where your eyes are trained to follow a dot as it moves across the screen in either an underline, 's', or narrow underline pattern. The user selects the starting speed in words per minute and can use the function keys to speed up or slow down the dot during the exercise.

The DRILLS menu contains three options: Push-Down Drill, Push-Up Drill and Power Drill. The Push- Down Drill helps to increase reading speed by 'pushing' you to read a fixed amount of material in an increasingly shorter amount of time. The Push-Up Drill helps to increase speed by 'pushing' you to read more material in a shorter amount of time. The Power Drill helps to increase your comprehension level while you increase your speed, and also helps you practice basic recall techniques.

The READING menu allows the user to select either the On Computer or Off Computer options. The On Computer option consists of 10 readings which have two quizzes each. Each quiz consists of 10 questions. On Computer readings have the advantage of presenting the text in one of two formats: Window or Full Page. In the Window format, the user selects the reading rate and the text is then displayed one line at a time. This format is particularly advantageous if the user wants to sharpen his/her concentration. In the Full Page format, three-quarters of the screen is filled with text and the user advances to the next screen by pressing a function key. The Full Page option is useful when it is desirable to more closely simulate actual reading conditions.

Finally, the EXIT menu allows the user to exit the program in one of two ways. If the user selects the RETURN TO SYSTEM option, the computer will execute a 'cold start' while the LOAD ANOTHER PROGRAM option enables the user to load and run a program without turning the computer off and then on again. It should be noted that this feature does not work with all programs.

As a graduate of the Evelyn Wood Reading Dynamics Course, I can say this program comes very close to duplicating the material which is covered in the course itself. About the only things which have not been covered are the advanced hand movements which are taught during the latter part of the course. I should point out here that this program does not possess any magical power that will turn you into a speed reader overnight. You will only benefit if you are serious about learning and are willing to devote the necessary time and energy. In using the program I have found that a session usually requires about an hour. Although the manual suggests that the program should be used at least twice per week, I would recommend daily use if possible. The nice part is that you don't have to drive half way across town to an Evelyn Wood Reading Dynamics Center and you can learn at your own pace, without worrying about keeping up with a class full of other people!

THE EVELYN WOOD DYNAMIC READER is an excellent program for anyone who is genuinely interested in learning how to develop their reading skills.

LIBRARY
ADDITIONS

by Tom Metzger

The following disks were donated to
the library

```

0 "135.transactor 1" t1 2a
1 "-vol 4 issue 01-" prg
1 "opt illusion 4.0" prg
23 "unassembler 4.0" prg
4 "string thing 4.0" prg
14 "bmbstringthing" seq
2 "stringthing.bin" prg
7 "chain tracer" prg
2 "ieee modem drivr" prg
2 "Keyboard setup" prg
9 "SPet terminal" prg
7 "vic aid.rel" prg
3 "vic modem driver" prg
1 "-vol 4 issue 02-" prg
1 "ftoutsm 4.0" prg
2 "brain bender 4.0" prg
1 "vertical message" prg
1 "vert msg part2" prg
2 "screen marker" prg
2 "writing a file" prg
2 "reading a file" prg
1 "coding comments" prg
3 "translator.src" prg
2 "translator.ldr" prg
3 "translator demo" prg
12 "sid friend part1" prg
8 "skiffle band 1" prg
7 "skiffle band 2" prg
22 "basic aid editor" prg
6 "joystick reader" prg
1 "-vol 4 issue 03-" prg
3 "kaleidoscope 80" prg
4 "disk append 4.0" prg
7 "string thing 64" prg
2 "tapemaker 64" prg
6 "univ disk change" prg
3 "screen center" prg
11 "catstrapolator" prg
11 "catstrapolator64" prg
5 "sid friend part2" prg
2 "char sets prog1" prg
2 "char sets prog2" prg
2 "char sets prog3" prg
6 "character editor" prg
10 "high res dumper" prg
15 "labeler.src" prg
6 "label loader.vic" prg
6 "label loader.c64" prg
2 "label test prog" prg
12 "c64 tiny aid ldr" prg
1 "-vol 4 issue 04-" prg

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2 "1 line squiggle" prg
2 "cathode ray prg1" prg
1 "cathode ray prg2" prg
3 "datadjuster" prg
2 "retina wrencher" prg
2 "wordpro lister" prg
8 "hard disk backup" prg
10 "superkey 64" prg
5 "redecode 8032" prg
4 "sid friend part3" prg
6 "sound help" prg
3 "sound help demo" prg
23 "sprite palette" prg
20 "graphics utility" prg
31 "graphic util.src" prg
6 "raster irq demo" prg
13 "raster irq.src" prg
1 "-vol 4 issue 05-" prg
1 "-vol 4 issue 06-" prg
8 "incrementation" prg
2 "moneyout" prg
5 "palindrome" prg
2 "autoliner 4.0 v1" prg
2 "autoliner 64 v1" prg
4 "datadjust update" prg
15 "refield" prg
23 "create" prg
2 "updating 4.0" prg
9 "mid string dream" prg
1 "get subroutine 1" prg
2 "get subroutine 2" prg
3 "get subroutine 3" prg
8 "menu type 1" prg
5 "menu type 2" prg
6 "menu type 3" prg
2 "directory type 1" prg
2 "directory type 2" prg
4 "date subrtn 1" prg
3 "date subrtn 2" prg
3 "st interrogate" prg
8 "univ disk rtns" prg
6 "sid friend part4" prg
38 "sid friend part5" prg
8 "function Key 64" prg
9 "copier64 generat" prg
2 "copy file 64" prg
71 blocks free.

```

```

0 "136.transactor 2" t2 2a
1 "-vol 5 issue 01-" prg
2 "the brain" prg
2 "marquis 80" prg
2 "marquis 64" prg
3 "marquis 40" prg
2 "marquis 20" prg
2 "the boxer" prg
3 "the plunge" prg
2 "sequins 40/80" prg
2 "sequins 64" prg
2 "curtains" prg

```

2	"graphic print"	prg	2	"rocket.obj"	prg
1	"reverse rvs"	prg	8	"rocket listing 2"	prg
1	"1 line pet emulr"	prg	10	"rocket listing 3"	prg
3	"on error goto"	prg	8	"rocket listing 4"	prg
2	"but seriously"	prg	3	"rocket listing 5"	prg
2	"zoundz"	prg	6	"string insert 64"	prg
1	"a-maze-ing"	prg	16	"cia timer demo"	prg
5	"waves 64"	prg	7	"tod clock 64"	prg
6	"vic 20 sound"	prg	5	"joycursor 64"	prg
22	"pet sound fx"	prg	2	"sx64 emulate pt1"	prg
14	"sound maestro 64"	prg	1	"sx64 emulate pt2"	prg
8	"quarter master"	prg	1	"-vol 5 issue 03-	prg
9	"sprite rotate"	prg	1	"line doo daa"	prg
10	"quasimob loader"	prg	2	"colour test 64"	prg
25	"quasimob.src"	prg	1	"bytefinder ram"	prg
2	"change screen 64"	prg	1	"bytefinder disk"	prg
7	"harmonic motion"	prg	3	"un-dim 4.0/2.0"	prg
6	"qtr sqr plot 80"	prg	4	"un-dim vic/64"	prg
6	"qtr sqr plot c64"	prg	2	"errorouter 64"	prg
7	"qtr sqr vic norm"	prg	4	"line hider"	prg
7	"qtr sqr vic expd"	prg	3	"ghost liner"	prg
4	"projectile 4.0"	prg	5	"list decorator"	prg
4	"projectile 64"	prg	3	"etchasketch"	prg
8	"talk clock 4.0"	prg	2	"default colours"	prg
9	"talk clock 64"	prg	2	"restore x 64"	prg
8	"talk clock vic"	prg	2	"led demo"	prg
3	"cartridge sim"	prg	3	"led knight rider"	prg
5	"generate demo 64"	prg	4	"led roulet wheel"	prg
2	"gen generate 64"	prg	15	"quadra 64 loader"	prg
1	"-vol 5 issue 02-	prg	1	"quadra 64 init"	prg
3	"down scroll 64"	prg	23	"quadra 64.src"	prg
1	"color ftoutsm 64"	prg	1	"basmon part2"	prg
5	"ftoutsm.ml"	prg	9	"picprint 64"	prg
1	"ama-zamara-ing"	prg	17	"picprint 64.src"	prg
1	"stop disable 64"	prg	4	"basic compare"	prg
2	"autoliner 4.0 v2"	prg	8	"scramble.bas"	prg
2	"autoliner 64 v2"	prg	9	"scramble.ml"	prg
2	"screen copy vic"	prg	7	"scramble64.ml"	prg
2	"eep eep 4.0"	prg	4	"password prot 1"	prg
2	"mirror 80"	prg	4	"password prot 2"	prg
2	"mirror 40"	prg	10	"disk defender"	prg
3	"mirror 64"	prg	10	"disk defend 8050"	prg
3	"ram scan 80"	prg	5	"lockdisk 4.0"	prg
4	"ram scan 40"	prg	4	"lockdisk 64"	prg
3	"ram scan 64"	prg	15	"drive protect"	prg
3	"crystal"	prg	7	"disk view/change"	prg
2	"un cursor 80"	prg	16	"diskmod 4.0"	prg
2	"un cursor 40"	prg	1	"temp1"	prg
3	"un cursor 64"	prg	1	"temp2"	prg
3	"un cursor 20"	prg	24	blocks free.	
1	"pop c64"	prg			
4	"un token memory"	prg			
5	"un token disk"	prg			
12	"merge 4.0"	prg	0	"137.transactor 3"	09 2a
12	"merge c64"	prg	1	"+business & ed.+"	prg
39	"basic monitor 64"	prg	1	"quick beep 64"	prg
11	"pi program"	prg	1	"colour bar 64"	prg
3	"rocket64 ml.run"	prg	1	"dazzle attack4.0"	prg
7	"rocket64 bas.run"	prg	1	"aquarius 80"	prg
2	"rocket.spkt"	prg	3	"int scan 64.src"	prg
			3	"int scan 4.0.src"	prg
			3	"file ripper 4.0"	prg

3	"file ripper 64"	prg	6	"reset protector"	prg
1	"file loader"	prg	3	"transbasic instr"	prg
2	"ascii/cbm"	prg	15	"tb/kernel"	prg
1	"magic number"	prg	10	"add"	prg
2	"safe val subrtn"	prg	23	"tb/add.src"	prg
3	"prime number gen"	prg	4	"tb/add.obj"	prg
1	"short prime gen"	prg	5	"screen things"	prg
4	"expeval 64 ldr"	prg	1	"hard cornr prg1"	prg
4	"expeval plot"	prg	2	"hard cornr prg2"	prg
7	"expeval 64.pal"	prg	2	"hard cornr prg3"	prg
5	"compound intrest"	prg	6	"hard cornr prg4"	prg
5	"get string loadr"	prg	3	"Keyboard click"	prg
14	"getsrc.pal"	prg	5	"projector ctrl"	prg
25	"sort 64.pal"	prg	4	"linked lists 1"	prg
11	"sort 64 create"	prg	6	"linked lists 2"	prg
3	"sort 64"	prg	2	"linked lists 3"	prg
5	"sort 64 demo1"	prg	8	"disk datafier 4"	prg
5	"sort pet demo1"	prg	8	"disk datafier 64"	prg
3	"sort 64 demo2"	prg	8	"disk datafier 20"	prg
3	"sort pet demo2"	prg	399	blocks free.	
11	"sort pet create"	prg			
3	"sort pet"	prg	0	"gold disk jan.85"	02 2a
30	"philemaster pet"	prg	3	"gold"	prg
31	"philemaster 64"	prg	13	"gd menu"	prg
28	"philemas pet cas"	prg	8	"jukebox"	prg
29	"philemas 64 cass"	prg	5	"queens boot"	prg
15	"home budget"	prg	15	"queens text"	prg
39	"basic monitor 64"	prg	10	"queens solution"	prg
3	"count wpm"	prg	29	"edt"	prg
13	"speller"	prg	44	"wputr1"	prg
17	"autoswap 64.ldr"	prg	20	"instructions"	prg
33	"autoswap 64.pal"	prg	4	"business boot"	prg
2	"temp01"	seq	24	"business"	prg
2	"budget 84"	seq	29	"mortgage&loan"	prg
287	blocks free.		7	"sound"	prg
0	"138.transactor 4"	d4 2a	3	"footsteps"	prg
1	"+hardwar/periph+"	prg	4	"game2 boot"	prg
8	"aid2"	prg	5	"game1 boot"	prg
8	"aid4"	prg	72	"game1 code"	prg
7	"vic aid.rel"	prg	9	"trivia"	prg
8	"c64 tiny aid ldr"	prg	5	"tips boot"	prg
10	"supermon2.re1"	prg	42	"tips"	prg
9	"supermon4.re1"	prg	5	"tutorial boot"	prg
10	"super vicmon2"	prg	93	"tutorial"	prg
10	"supermon64.v1"	prg	13	"xword"	prg
10	"copy-all"	prg	16	"article"	prg
10	"copy-all64"	prg	6	"xword data"	prg
2	"copy file 64"	prg	3	"GOLD"	prg
23	"unassembler 4.0"	prg	4	"letters"	prg
1	"-----"	prg	12	"letters text"	prg
2	"memory save 64"	prg	25	"catalog"	prg
2	"control keys 64"	prg	3	"util boot"	prg
2	"inst colr chng64"	prg	11	"numgame"	prg
3	"drowning in garb"	prg	4	"numspryt"	prg
3	"single disk copy"	prg	40	"pic.land"	prg
3	"single copy 64"	prg	10	"editorial"	prg
3	"clear/plot bas64"	prg	18	"gdcopier"	prg
3	"hex table"	prg	1	"wpboot"	prg
5	"large chars 64"	prg	19	"prt instruct"	prg
			30	blocks free.	

```

0 "150.transactor 6" t6 2a
1 "more aids+utils" prg
8 "aid4" prg
7 "vic aid.rel" prg
8 "c64 tiny aid ldr" prg
10 "supermon2.rel" prg
9 "supermon4.rel" prg
10 "super vicmon2" prg
10 "supermon64.v1" prg
10 "copy-all" prg
10 "copy-all64" prg
2 "copy file 64" prg
3 "transbasic instr" prg
4 "tb/add.obj" prg
15 "tb/kernel" prg
23 "tb/add.src" prg
10 "add" prg
5 "screen things" prg
4 "cursor position" prg
7 "set sprites" prg
5 "within" prg
4 "read sprites" prg
4 "verifizer.vic/64" prg
4 "verifizer.pet" prg
10 "stp loader" prg
1 "stp sys49152" prg
1 "stp sys828" prg
1 "-----" prg
3 "racer pet" prg
3 "racer 64" prg
3 "racer vic" prg
3 "racer +4" prg
2 "tickertape 64" prg
2 "dec to base b" prg
2 "screen save vic" prg
3 "save@ exposed!!!" prg
13 "dos exec filer" prg

```

```

2 "create device 9" prg
2 "create anti-nok" prg
34 "alpha dir.bas" prg
26 "alpha dir.pal" prg
3 "auto-default.bas" prg
4 "auto-def.create" prg
7 "auto-default.pal" prg
6 "file pursuit" prg
8 "supernumber.bas" prg
2 "supernum array" prg
11 "supernumber.pal" prg
1 "supnum sys49152" prg
1 "varptr" prg
4 "func Keys.bas" prg
4 "func Keys.pal" prg
10 "bootmaker 64" prg
15 "datapoke aid" prg
12 "load & run.pal" prg
4 "1 & r create.c64" prg
4 "1 & r create.pet" prg
4 "1 & r create.vic" prg
10 "a/d pet.basic" prg
8 "a/d pet.pal" prg
6 "chopper" prg
13 "chopper.pal" prg
16 "labelgun" prg
31 "labelgun.pal" prg
44 "r65c02 assembler" prg
9 "fig 1 new ops" seq
1 "fig 3a writechrs" seq
4 "fig 3b writechrs" seq
2 "fig 4 linker eg." seq
135 blocks free.

```

♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥

♥

THANKS TO

♥

JIM WRIGHT

DON WOODWARD

RICK CASE

JUANITA WELKER

DON KOEING

JOHN VARGO

FOR HELPING AT THE

COMPUTER FAIR

EARL LARRY

♥

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♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥

♥

THANKS TO

♥

LINDA BEUTEL

DOUG DENNARD

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ART KOEING

PATRICK FOLEY

VINCENT FOLEY

FOR HELPING AT THE

COMPUTER FAIR

EARL LARRY

♥

♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥

Taken from SPUG newsletter

* CHIPWITS - Epyx *

Reprinted from MCCC, Texas.

CHIPWITSB, part of Epyx SOFTWARE'S "Learning Fun Series", is a game that teaches young children logical thinking. At the start of the game you are in the workshop, where you program your CHIPWIT for adventures. Your robot will be trained to look for pie or other various objects, including ones as strange as Electro-Crabs. Programming a Chipwit is easy, because the workshop has pictures that represent the actions he can perform. You can make a Chipwit move, eat a piece of pie or even sing a song!

When your program is ready, send Chipwit on any of eight different adventures. If he makes a mistake simply return to the workshop and change his programming. The more he learns the more your children will learn. The multiple displays make this programs concepts easy to understand. Although this game would be somewhat difficult for a preschooler it still is a must for children. Young teenagers would enjoy it also!

* FINDING GENEALOGICAL SOFTWARE *

Compiled by Colin Thompson, COD.

The following resource list was gleaned from an article in the LA Times, Thursday, May 2nd, written by Myra Vanderpool Gormley, entitled Buying a Computer for Genealogy.

BOOKS

Computer Genealogy: A Guide to Research through High Technology (\$14.45 ppd)
by Paul A. Andereck and Richard A. Pence
Ancestry, Inc.
P.O. Box 476
Salt Lake City, UT 84110

Directory of Genealogical Software (\$11.50 ppd)
Karen Cavanaugh
2238 Cimarron Pass
Fort Wayne, IN 46815

BASIC Programming for Genealogists
By Diane Dieterle
National Soc. of Comp/Genealogists
Box 88100
Atlanta, GA 30356-8100
(Price not listed)

Diane Dieterle also puts out a quarterly newsletter called "Computer/Genealogist". (\$25.00 per year). [Several of SPUG members are using spreadsheet on the computer for this work. Family Roots is another computer program which I have reviewed.]

PROGRAMMING TIP

When developing a long program, some like to save to disk every half hour. This habit saves many hours of work when the machine locks up or loses power in the middle of typing a long program. When making these safety saves, however, the disk can get full of partial programs that will have no real value when the program is completed. One useful trick is to number the programs according to the last line that they contain. A program with lines 10-190 would be named "-190", one whose last line is 4000 would be named "-4000" and so on. The best part comes when it's time to SCRATCH the safety programs; type in S0:-# which kills them all!

--Commodore Technical Users Group (Orange, CA), SYNTAX ERROR 8/85

KWIK LOAD AND MSD DON'T MIX

One bit of information I would like to pass on to those of you who have an MSD dual drive, and have not learned the hard way, as I have, the MSD will not work with KWIK LOAD (tm). If you try to load a program using KWIK LOAD (tm), you will see that both drives turn on and continue to spin, but the program does not load. In almost all cases, when this happens the directory on that diskette is partially scrambled. I found that sometimes the directory is scrambled beyond repair and other times there would be a 23 READ ERROR on track 18, sector 3. I don't know if this also happens on a MSD single drive but it is something to watch for on a MSD dual drive, especially, if you have programs that have KWIK LOAD (tm) appended to them.

--Greater Omaha (NE) Commodore Users Group Newsletter, Jul/Aug 1985

CURSOR SPEED

POKE 56325, (any number from 0 to 255) will change the speed of the cursor on the C-64. The lower the number the faster the cursor.

CASE HISTORY OF THE 64

Grab a copy of the March 1985 copy of IEEE SPECTRUM for a very interesting article describing the design case history of the Commodore 64. A very good article that describes how the 64 was actually designed 'around' the VIC-II and SID chips. You'll also find out that Commodore saved \$3.50 by giving us an rf modulator that was slightly inferior to the one originally intended. Did you know that since some of the earliest software for the 64 was written according to the specifications published by Commodore, some of the sound effects were inaudible because of modifications to the SID chip?

--COMM'PUTOY CULT 8/85 (San Diego Commodore Users Group)

DISK FILE APPEND

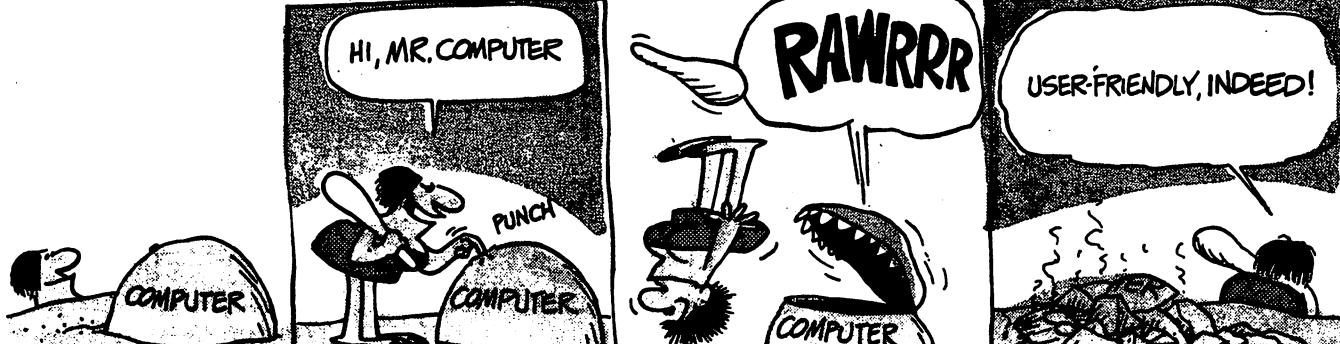
A rare feature of the Commodore disk drive (not mentioned in the manual) is that it allows you to append data to a sequential file that already exists on the disk, without first loading the file into the memory. You need only add ",A" (two characters) to your OPEN statement. When you then enter PRINT# to that file, the data is automatically added to the end of the existing file.

Looking— over the secretary's desk

Well the year is winding down, Christmas is getting closer, and election of officers is just around the corner. The nominations will be closed Dec. 31. If you desire to run for any board position, I know for a fact that most of the present members will be stepping down. I will be one of those that will be vacating my position. I want everyone to know there is no real reason for this, just that I would like to see new people running the club, and I would like to sit in the audience to get a different perspective. I have been secretary for two years, and I have enjoyed it throughly...but it is time to sit back and let someone else have all the fun. My position is really an easy one, now that we have the excellant three person membership committee to handle the database, and if you are interested in becomming the new secretary and would like a first hand account of the jobs' duties, give me a call. If you want to run for any office give the chairman of the nominating committee a call (His name is Larry Briggs...345-0220). If you already have plans to run for office, do it right! Make posters, run ads in the newsletter (the editor will gladly run any campaign ads FREE!!!), come on get in the spirit of things.

I know, this is a short column, but if I want to make the deadline I have to make it short. Don't forget we are still looking for a chairperson to take charge of the Xmas party...It's an easy job, doesn't pay much, but you get all the leftover cookies you can eat!!! See ya at the meeting,
Rich Fisher, Sec'y

B.C.—By Johnny Hart



MEMBERSHIP COMMITTEE REPORT

Starting in January 1985 membership cards will change color, to a nice yellow. The payment of dues will be the same, your dues will still become due in the anniversary month that you joined the club. KEEP YOUR BLUE CARD you will get your yellow card when you pay your dues.

Your membership committee will have a table just inside the meeting hall door, on your right as you enter. Committee members will be at this table all evening. They Will answer any questions you may have, collect dues, and help you in any way they can.

In November the club gained six new members. We are glad to welcome: Douglas Niles; Trevor Walker; Shelby Langford; Bill Todd; John Tanner, and Jason Riggs.

Larry Briggs
Bob Suarez
Earl Salmons

Ye Olde Computer Shoppe By Vince Foley

Starting next month, I will try to start a for-sale section in the paper.

If anyone has any equipment or games they want to get rid of, just send word to:

Vincent Foley
601 Washington Ave.
Venice, IL 62090

If you send word to me, please include your name, your address, and your telephone number.

Also include the type of game or equipment, its condition, and your asking price.

If I receive word in time, I will try to get it in the next issue of the paper.

'85 COMPUTER FAIR

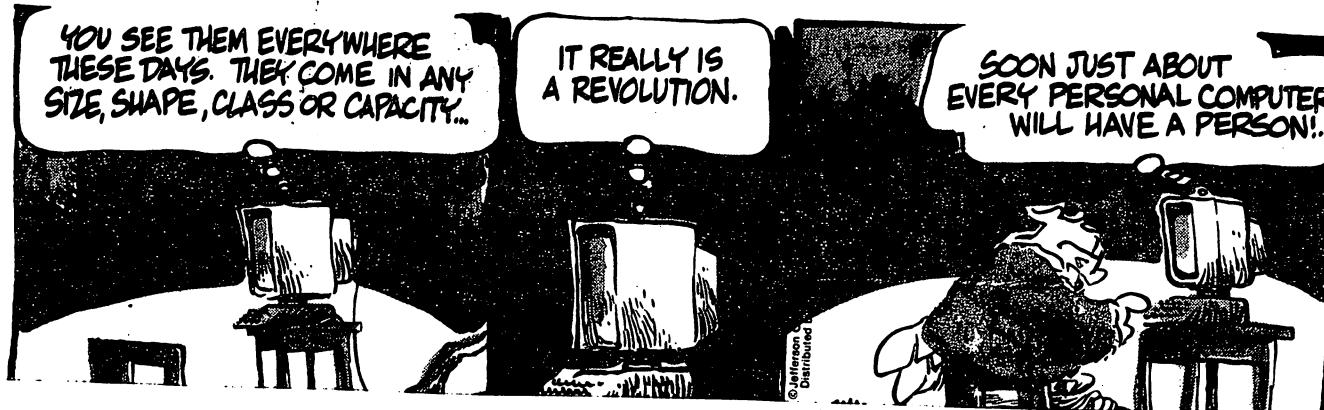
The 3rd annual Gateway Computer Fair was held Saturday, Oct. 5th at St. Clair Square. This was by far the biggest and best fair yet. The theme of this year's fair was, NOW THAT YOU HAVE A COMPUTER WHAT WILL YOU DO WITH IT? Twelve members brought their equipment and showed the public what can be done on a computer with little or no training. For example, Larry Briggs was there with his 128, making and giving away personal greeting cards - red ink on yellow paper no less!

Juanita Welker was demonstrating games and got all the way up to screen H of BOLDER DASH. Don Koenig gave us all kinds of music, while Jim Wright and Don Woodward were running some interesting software that was popular with the shoppers in the mall. Rick Case, John Vago, Linda Beutel, Doug Dennard, Joan Barrett, Art Koenig, Pat & Vincent Foley, and Earl Salmons were also present.

The computer fair is held each year as a means of showing the public that they need not fear this monster (which a lot of people do). It is also enables club members to talk to people interested in getting a computer or who need to learn how to use the Commodores they already own. About 10% of the people we talked to at the fair are prospective club members, and four of them came to the October meeting and paid their dues.

In terms of talking to qualified people and recruiting new member, this year's fair was a great success. Larry Briggs and Earl Salmons, who put this years fair together, want to thank the club officers, executive board, and the members for their help and cooperation.

SHOE—By Jeff MacNelly



THE REVIEW VAULT

by Vince Foley

This is the first article of what I hope will be a regular series of game reviews.

If you have any complaints or suggestions, send them to:

Vincent Foley
601 Washington Ave.
Venice, IL 62090

This month the vault has been opened for the first time and Enchanter has been released.

Before I begin, let me explain my rating system. It is a system based on the numbers one through ten, with ten being the best possible score and one being the worst.

Enchanter (Infocom) \$29.95

Originality	7
Graphics	none
Excitement	5
Usability	8
Challenge	10

Enchanter is a text-only adventure game made by Infocom.

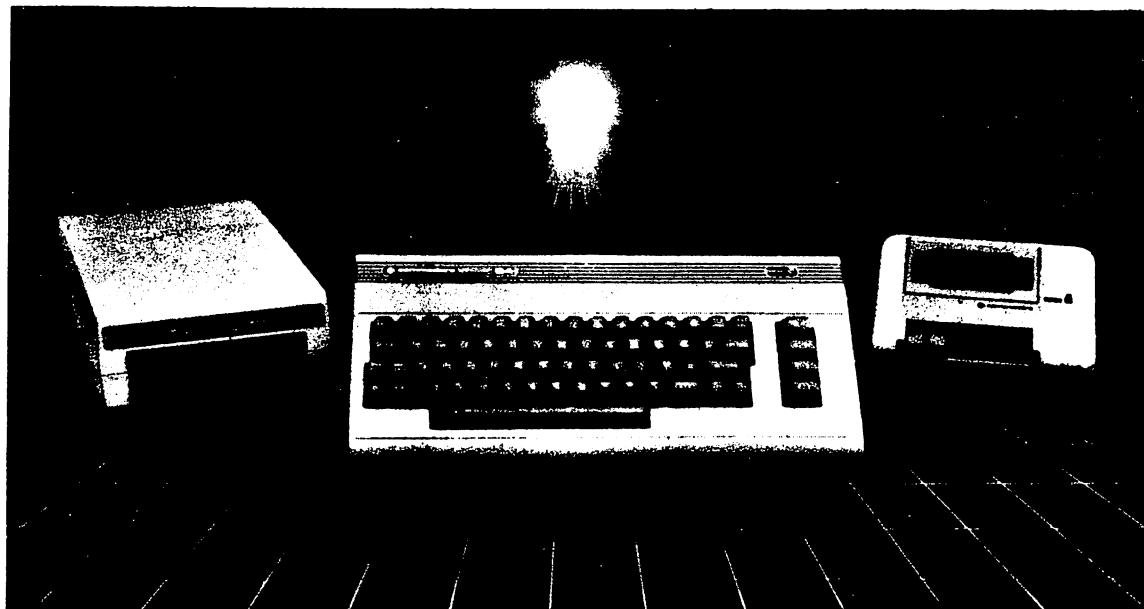
In Echanter, you are a novice wizard sent to find and destroy the evil Enchanter Krill.

Unlike most fantasy games, you must find and use spells instead of weapons in order to do this. You must be sure you use the right spell, however, because the wrong one may kill you.

Enchanter, like most Infocom games, is a thinking man's game. You must pay attention to every detail at all times.

I strongly recommend this game to anyone who enjoys adventure games and also likes to think.

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(618) 277-2354

MON. - FRI 9 TO 7

SATURDAY 9 TO 5

Football Handicapping & Statistics
by PDS
review by Joe Gardner

Taken from SPUG newsletter

Those of you who would like to make the office football pool a little more interesting might want to consider "Football Handicapping and Statistics" by PDS.

Weekly, box scores consisting of 15 statistics, plus game scores are entered for each team. This data is used to calculate statistical information about each team. Over 60 statistical facts are shown. Also calculated is a power rating which is used in the handicapping portion of the program.

Las Vegas odds are entered in the handicapping portion of the program. The program will then advise you on the better bets.

Other options are Team Stats which displays the 60 statistics for each team. Graphics which compare opposing teams may also be shown. Any screen may be dumped to the printer. Price is \$49.95.

Quantrium Link
by Robert Ley

Quantrium Link is a new telecomputing service somewhat like Compuserve but a lot different. It is not text only, it has very nice color graphic screens & on-line sound games. It is very easy to get around. All you use is your up/down cursor key and your function keys F1, F3, F5, F7. Q-Link has a Springfield access number, so if you can call Springfield toll-free then you have no long distance telephone charges. Q-Link charges a flat \$9.95 a month for unlimited time usage on their basic service, BUT (there's always a but) they charge 6 cents a minute for some of their + services. The \$9.95 per month does include the first hour of these + services. I think it will be the "premium modem service" for the Commodore user. It is well worth a try. I have downloaded some very good programs from this service. They are well worth the Q-Link charges. And if you are nosy like me and want to keep up on the latest Commodore gossip this is the place to do it.

* TOP TEN on the Flowchart *

By Jean Jackson.
Reprinted courtesy of The Register, Tulsa Area Commodore Users Group

1. O, COMAL Ye Faithful -- The Mormon Tab an Apple Choir
2. Big Baud John -- Elvis Presskey
3. GOSUB It On the Mountain -- Andrae Crunch
4. Silicon Valley P.T.A. -- Jeannie C. Relay
5. I'm Proud To Be an Okidata from Muskogee -- Merle Hacker
6. Boot It! -- Michael Jargon
7. Bad, Bad Leroy Cheatsheet -- Shirley Temple
8. The First Time Ever I Saw Your Interface -- Paul McCartridge
9. DOSbusters (who ya gonna call) -- Dan Hackroyd
10. Thoroughly Modem Millie -- B.B.S. King

IMPROVE YOUR TYPING!
by Bill Busch

Computer enthusiasts must "interface" with their computer primarily through the keyboard. I suspect that many people are like me and their typing leaves much to be desired. Fortunately, there is an excellent piece of software available to teach you how to type or regain the speed and accuracy you may have lost over the years since taking typing when you were in high school. The software is "TYPING TUTOR III" by Krita Systems, Inc.

Tutor III starts you out on the home keys and adds keys to each exercise as it progresses. Speed and accuracy are automatically monitored and you can get a summary of your progress as your lessons proceed. There is even a graphic presentation of your speed and accuracy for each key. The program is menu driven and is easy to load and use even by a novice. The menu provides a list of exercise choices including alphabet keys, number keys, words test, full keyboard test, numbers test, standard speed test, and status report. If you want a break from standard typing exercises, there is even a letter invaders game that challenges your typing speed and accuracy with letters falling from the top of the screen. The more letters you shoot down, the faster the letters, numbers, and characters begin to fall.

TYPING TUTOR III includes a nice hard cover manual and I highly recommend it.

COMPUTER RULES
by Michael Kasavana

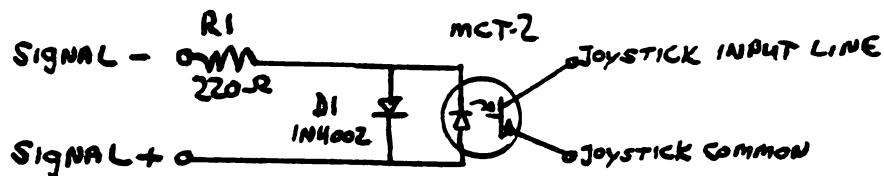


1. Any computer program that runs well is obsolete.
2. A good computer program is always accompanied by extremely bad documentation.
3. The value of a computer program is inversely related to the weight of its output.
4. Program complexities always grow to exceed the capabilities of the programmers responsible for it.
5. Any time a system appears to be working well, something has been overlooked.
6. What you don't do is always more important than what you do.
7. In any computer program, constants should always be treated as variables.
8. Investments in system-reliability products always exceed the probable cost of errors they are designed to avoid.
9. The problem is not that computer salespeople are not knowledgeable, it's that most of what they know isn't true.
10. If a system requires "n" number of spare parts, there will always be "n-1" parts in stock.
11. Major software revisions are always requested after system installation is completed.
12. Installation and operating instructions are always discarded with the shipping containers.
13. Any component part requiring the most frequent service or adjustment will be the least accessible.
14. Undetectable errors are infinite while detectable errors, by definition, are finite.
15. Nothing is impossible for the person who doesn't have to do the work.

Types usable include 4N33, 4N35, MCT-2, TIL-111 and H11A1. Voltage isolation of these isolators ranges from 1500 to 6000 volts which is usually sufficient.

A sample circuit follows this text. This circuit is used to input isolate a zero or five volt positive input signal to a joystick port. Resistor R1 sets the input current to the light emitting diode at 15 millamps. Diode D1 is included to protect the LED from negative going input voltage transients.

If there are any questions about using optical isolators. I would be happy to try to answer them at the next meeting.



Copy of letter received from ST. Clair Square

Mr. Earl Salmons
9735 Greenridge Heights
Fairview Heights, IL 62208

Dear Earl:

The "Computer Fair" sponsored by the Gateway Computer Club appeared to be a great success! It was obvious that our customers found it both interesting and enjoyable. Please make it a point to thank all those involved.

Thank you, Earl, for your effort and cooperation.

Sincerely,

Rick Edwards
Associate Marketing Director

/eh

cc: Tina Barnard

```

0 "12-84 gold disk" gl 2a
3 "gold" prg
5 "game1 boot" prg
1 "game1 support" prg
18 "game1 menu" prg
18 "game1 code" prg
5 "tips boot" prg
37 "tips" prg
5 "hanoi boot" prg
14 "hanoi text" prg
10 "hanoi solution" prg
8 "editorial" prg
10 "music" prg
8 "trivia" prg
11 "preview" prg
13 "gd menu" prg
5 "game2 boot" prg
25 "game2 code" prg
17 "game2 stage" prg
5 "game2 intro" prg
62 "tutorial" prg
5 "tutorial boot" prg
5 "sound" prg
2 "Klaxon" prg
51 "feature" prg
46 "featut" prg
29 "business" prg
79 "home purchase" prg
6 "sample-p" seq
5 "xword data" prg
9 "xword" prg
5 "review boot" prg
12 "review" prg
10 "article" prg
73 "featext" prg
4 "business boot" prg
43 blocks free.

```

```

0 "139.transactor 5" d5 2a
1 "aids & utilities" prg
8 "aid4" prg
7 "vic aid.rel" prg
8 "c64 tiny aid 1dr" prg
10 "supermon2.rel" prg
9 "supermon4.rel" prg
10 "super vicmon2" prg
10 "supermon64.v1" prg
10 "copy-all" prg
10 "copy-all164" prg
2 "copy file 64" prg
3 "transbasic instr" prg
4 "tb/add.obj" prg
15 "tb/Kernel" prg
23 "tb/add.src" prg
10 "add" prg
5 "screen things" prg
4 "verifier.vic/64" prg
4 "verifier.pet" prg

```

```

1 "-----" prg
2 "wordprodump" prg
2 "regain" prg
2 "border flasher" prg
3 "double directory" prg
2 "c64 disk status" prg
1 "cbm scrn dump 80" prg
1 "cbm scrn dump 40" prg
3 "phone speller" prg
5 "keyword pet.bas" prg
5 "Keyword c64.bas" prg
5 "Keyword vic.bas" prg
4 "irq display.pal" prg
3 "line clear.pal" prg
1 "--- articles ---" usr
7 "verigen c64" prg
4 "doke & deek" prg
3 "bit twiddlers" prg
4 "check & await" prg
3 "Keywords" prg
18 "error wedge.bas" prg
41 "error wedge.pal" prg
45 "Keywiz 64" prg
33 "linked lists" prg
52 "hi-res listing 1" prg
5 "listing 2" prg
5 "listing 3" prg
10 "listing 4" prg
8 "vicparms" prg
13 "bigprint" prg
3 "sprite edi" prg
6 "sprite ed2" prg
15 "list scroll" prg
10 "stp.bas" prg
8 "stp.pal" prg
5 "quote killer" prg
7 "gap fill" prg
47 "print ml.c64" prg
10 "print ml.vic1" prg
10 "print ml.vic2" prg
8 "super cat" prg
1 "numeric keypad" prg
31 "disk/exmon @8000" prg
31 "disk/exmon @1000" prg
4 "drive peeker" prg
11 "file compare.pet" prg
11 "file compare.c64" prg
0 blocks free.

```

* COMPUTER LITERACY TEST *

By Barbara Cramer, MCCC, TEXAS.

The word list below contains 65 words familiar to computer users of all ages. Find them all in the floppy disk - Reading in a straight line forward, backward or in any direction diagonally.

WORD LIST

COMMODORE BUSINESS MACHINES INC.		
ADDRESS	GRAPHICS	PROGRAMMER
ARRAY	HEXADECIMAL	PROMPT
ASSEMBLER	HIGH RESOLUTION	RANDOM
ATTACK	INPUT	REGISTER
BASIC	INTEGER	RELEASE
BINARY NUMBER	JOYSTICK	RESTORE
BYTE	KERNEL	RUN/STOP
CHARACTER STRING	KEYBOARD	KEY
COMAL	LIGHTPEN	SAVE
COMPILER	LIST	SCREEN
CONTROL KEY	LOAD	SCROLLING
CURSOR KEY	LOGO	SID CHIP
DATA BASE	MACHINE LANGUAGE	SPREADSHEET
DECAY	MEMORY	SUSTAIN
DISK DRIVE	MODEM	SYNTAX
EDIT MODE	MONITOR	SYS COMMAND
ERROR MESSAGE	MUSIC	TELECOMMUNICATION
FILES	NUMERIC KEYPAD	TOUCHPAD
FIRE BUTTON	OPEN CHANNEL	USER PORT
FUNCTION KEY	PIXEL	VERIFY
GAMES	POWER SUPPLY	WORD PROCESSOR
	PRINTER	

DSCNISIHCAMSSENISUBERODOMMOCIRN
ECNAOLETOPNWSPESAMTSGTEFEESFPHNEI
ARIUPTDYEKLORTNOCOAMI TUOFPESAEET
LOADTUORUBLNPEDDSHUROSSECPORDROWW
RLCHRBEAWLI AANEPSGGGORILFOESAG
SLGEVLAOSYSCOMMANDETSEGSFDASYCT
BIEYECSBEERNEDOAHONTNOEOIADSCTHPA
LNDAAACYRWNONTLCY ITRUMRTIRSHEARS
RGSCCTRERRORMESSAGEGTGPMKCRHUIRNOT
SEIOHMKKEEGBNEARSCEAUNMEAIISSKMO
UETUAIELARIIDHM RTDBPIEYEOETGPQ
NCLBLTEPTENHTSU ETEEKCATTRATRL
DERIIIOAWACAIIS HMIIRRRIEAITIA
INIEFPCRAAOIP EBNEIRSSGNOTN
TECATEYMSDCMEI VEUTOPFEATGUUT
ULICONIHCDWRNMSF AYMEWSSCMRCCRE
LSSKUCIHARDNUWEPSAELAMICEDAXEHNY
OOAMNHRIYEDINCNATRRIEPAFSEETIOPEE
SPBFPAIPSUCSRIIEIOPCOMPILERACTADK
EEIATNRUNSTOPKEYCHLGNRSUWDRDRUDBE
RNRXHNGLPYACEDKRAVERIFYSEKOONDER
HGSREEHEDENTDEERILTOOAATGRPNTSDAO
GHTOLLANKCITSYOJIEFIGSMEEREAIFIENFT
I0OMEIKERNALPADDAVRNTHMETPWNDYDOS
HWHYCSEYERDASSEMBLERLNWSEORLOLORE
XATNYSLToudostemwdualIUHRROMMPUER

Taken from SPUG newsletter PAPERCLIP TEXTS VIA MODEM

Hi Ben (Tulchin). This business of preparing text to send over the modem to the BBS, with PaperClip seems to be the best yet. I'm trying your suggestion with this send. For those who might not know what the suggestion was, I repeat it in my own words: On page 6.5 of the PaperClip Manual you will find the heading 'Outputting Formatted Text To Disk'. It says PaperClip can send output normally destined for a printer to the disk drive. This can be used to store text for transmission via modem. The command is as follows:

Press: CTRL

Press: # (disk drive number)

Press: RETURN

Now when you tell PaperClip to output, all text normally sent to the printer will be directed to the disk drive. Before outputting this I set right margin at 1 and left margin at 38 and jul to right justify. Now the first time I tried this it didn't work. Guess why? The printer file had not been loaded and the print codes defaulted to true ascii, which is only compatible with Commodore ascii in uppercase. As you can see I don't have much upper case in this document. The second time thru it works. The test is, if you can load it back into PaperClip with CTRL J and have a readable text. -Tom (Katke)

--20/64 ON-LINE BBS, 20/64 HAWAII

NEW CHIP FOR THE MPS-801

From TPUG. If you are not satisfied with the MPS-801 printer character set, there is a replacement chip called an EPROM with a new character set available (you install it) from Wilanta Arts Company, Department "D", 694 Barrisdale Drive, Mississauga, Ontario, Canada LSN 2H5. The chip comes with full instructions on how to install it, all for \$28.95. TPUG says it's well worth the price.

GATEWAY COMPUTER CLUB

GAZETTE

December 1985

VOLUME 2 NUMBER 12



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**PO BOX 207
BELLEVILLE IL 62222**



EDITORS VIEW

THE G.C.C. GAZETTE

EDITOR: Don Woodward

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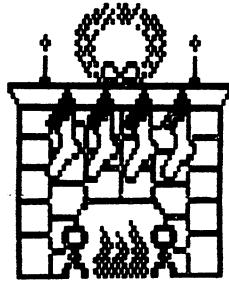
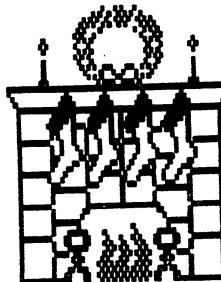
THE CLUB

Membership fee is \$15.00. Members receive access to our programs, literature, BBS. and newsletter. Direct all membership applications and questions to Rich Fisher, P.O. BOX 207, Belleville Ill., 62222.

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M.A.L. : Earl Salmons....397-5029

There are lot of good things in this issue, besides all the Christmas Decorations. W.C. Maier has donated a disk to the club that I think a lot of people will find useful. Tom has given us a very complete description of the disk of the month. Again I have taken some very good material from SPUG and I thank them for it.



I would like to inject into this editorial a little food for thought in this holiday season. With all the thought of our families and friends I would like for all of us to think of some of the people who do not enjoy some of the pleasures we do. If you read in the Post Dispatch about the 100 neediest cases you will see just how much all the rest of us have to be thankful for. I would like for all of you to think on this and perhaps help someone in need. All of us can say we have this problem or that problem and do not have time for anyone else. Take a look at the 100 neediest cases and you will see that there is always someone else who is in worse shape than you are. Money is not the only way to help someone. There are people out there who do not have any warm coats for this winter or clothes on their backs or just someone to talk to. Take time to be humble and help someone and see how much more happiness and meaning you will receive during this holiday season.

Until the next time, good reading

Don Woodward, editor

Looking- over the secretary's desk

Merry Christmas to all that will be unable to attend the Christmas party meeting December 18! Don't forget to bring a treat of some sorts to be shared by all...cookies, cupcakes, etc. (Here's the chance to get rid of that fruitcake you received from your salesman at the office. The drinks will be furnished by the club, just concentrate on the food.

If Santa brings any of you a Zenith TV for x-mas and you find that it has a jitter when hooked to your Commodore, never fear, I will place an article in the newsletter next month that will cure your problem.

The board meeting produced two amendments to our Constitution this month. One is to eliminate the job of Sysop until a real need for this position comes along. As you know we are using a portion of the Software-or-Systems bulletin board and they are maintaining our section just fine. You may not be aware that there is very little activity on the Gateway section and if this trend continues we will probably do away with that section altogether. As the saying goes "Use it or LOSE IT!"

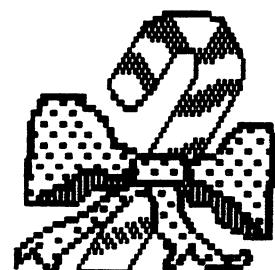
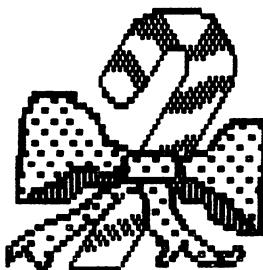
The other amendment is to provide the board with a working cash fund for the purpose of conducting regular business transactions by the club. Any expense over \$100 would have to be approved by a majority vote at the next meeting. Also the aggregate expenses not to exceed \$500 per month.

One other thing was presented to the board the other night. It seems that the people that are letting us use the building for meetings are asking for a donation to help defray the operating costs. A donation of \$100.00 was approved by the board for 1985. A suggestion of a 50/50 drawing at each meeting for the purposes of raising this donation was made and met with mixed response. Do you have an opinion on the subject...write in and express your viewpoint. Who knows, maybe a "Letters to the Editor" column will be spawned.

One last comment...Did you know that if you write a column you can send it to the Bulletin Board and just like magic it will appear in a future

issue of our newsletter...at least that's what I was told, and if you are reading this before 1986, it will have worked!

See ya at the PARTY!!!
Rich Fisher, Sec'y



Well, this will probably be my last article as SYSOP, since I will not be running for that office in January. However, I will be running for Newsletter Editor, so you will have to put up with me for another year!

The reason that I won't be running for SYSOP is that I really don't feel that the club needs to have a SYSOP, or even a BBS. Since I have been running the GCC section on COMM-CENTRAL, we have had about 34 messages in 10 months, and no uploads to the GCC section. Since so few members care to take part, I've decided that it isn't worth my while to maintain the section. If anyone else out there is running a BBS, and would like to run a GCC section, please feel free to run for office.

Elsewhere in this newsletter, you should find a few adds for members running for office. Anyone running for office can place an ad, at no charge. Just make sure that Don Woodward gets it before the next issue goes to press. This will probably be sometime around January 8.

I hope to see you all at the next meeting, which just happens to be our Christmas Party. So be sure to bring all those HOMEBAKED cookies! See you there!

Jim Wright
SYSOP, GCC

WORK DISK II
by W.C.Maier

I have a disk I am prod of, I use it a lt when i am brousing through my pile of unsorted disk. I call it WORK DISK II; if you have two 1541 drives load "*",8,1,type run; the cursor will flash on a new line,then press return and it will move down to sys52115, then press return again and it is ready to use

PRESS

F1-It will load and list the directory on drive 8

F2-Loads "*",8,1 then runs it

F3-Loads and lists directory on drive 9

F4-Validate

F5-List program in memory

F6-Initialize command

F7-Format command for drive 8

F8-Format command for drive 9

IF YOU ONLY HAVE ONE DRIVE*****

Load "1boot",8,1 and you will have the following commands

F1-Brings up the directory and lists it

F2-Load

F3-Load "*",8,1+run

F4-SAVE

F5-List <return>

F6-",8 <return>

F7-Run <return>

F8-sys64738 [Which resets the computer]

If yoou loose the program by using run stop restore, simply type sys52115 <return> and it's back in service.

Also on this disk is 1 MIN COPY [copy program]: PRINTER2 [prints seq. files]: and misc. prgrams. I know this program isn't for everyone but I feel it will be usefull for most users.

Three more programs on this disk which I use are: Fast Format; File Lock and Kinder Practice. I will explain Kinder Practice (from Run Magazine); with help from my son I sat down and wrote the program. The program allows you to input the childs mane and the printer will print out upper and lower case letters and number 1 to 25, then it goes and prints guide lines for primary students to practice writing their A B Cs. A copy has been placed in the library.

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COMMODORE COMPUTER CAN DO FOR YOU.
HUNDREDS OF PROGRAMS ARE AVAILABLE.
ASK ABOUT OUR SYSTEM PACKAGE

C commodore
COMPUTER

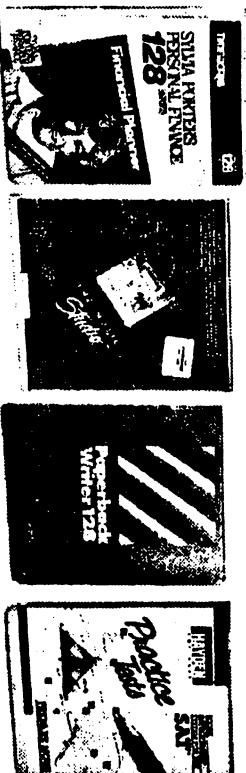
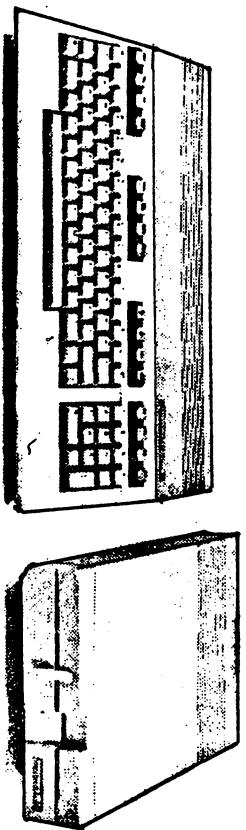


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DECEMBER DISK OF THE MONTH

by Tom Metzger

This month we are featuring TPUG's March, 1985 disk. It can be found in the TPUG section of the library as disk "TH"

MENU.C

Load 'MENU.C',8

The menu system is very easy to use. The programs are listed 10 at a time and all you have to do to load a particular program is press the number that corresponds to that program. To see the next 10 programs press RETURN. To view the program description file that is included on the disk press F7. To quit the menu program, press Q.

MENUML

Do NOT attempt to LOAD this file. It is loaded and used by 'MENU.C'.

MENUFILE

Do NOT attempt to LOAD this file. This file contains the names of the programs that 'MENU.C' will allow you to load and run.

DOCFILE

Do NOT attempt to LOAD this file. This file contains the descriptions of the programs on this disk in a 40 column format. Pressing F7 while using 'MENU.C' will allow you to view this file on your monitor.

DOC PRINTER.C

Load "DOC PRINTER.C",8.

This program will print the contents of "DOCFILE". Be sure your printer is ready and you have a reasonable amount of paper available.

MARCH DOC 80.D

Do NOT attempt to LOAD this file. This file contains descriptions about the programs on this disk. It should be printed before you attempt to use any of the programs on this disk.

FIRSTDIAL3 BOOT

Load 'FIRSTDIAL3 BOOT',8

This program loads and executes 'FIRSTDIAL3', 'FIRSTTERM3 BT', and 'FIRSTTERM3'. To print the FIRSTDIAL3 manual, load and run 'FIRSTDIAL3 PRINT'. Be sure that your printer is connected and turned on. This is one of the best public domain terminal programs around. It supports New Punter Protocol and has a text capture buffer that will hold about 42k. If you are into telecommunications, this program should be a welcome addition to your personal library.

FIRSTDIAL3 PRINT

Load 'FIRSTDIAL3 PRINT',8

To print the documentation file for 'FIRSTDIAL3', load and run this program, have your printer and lots of paper ready! The instruction file contains a lot of information that you will need to know BEFORE you attempt to use all of the features of this terrific program. Please print it out and read it over before you use the program.

FIRSTDIAL3

FIRSTTERM3 BT

FIRSTTERM3

Do NOT attempt to LOAD these files. They are loaded and executed by 'FIRSTDIAL3 BOOT'.

FIRSTDIAL3 DOC

Do NOT attempt to LOAD this file. This file can be printed if you load and run 'FIRSTDIAL3 PRINT'

FIRSTDIAL3 FKEYS

Do NOT attempt to LOAD this file directly. This file contains sample information that you might want to have on your function keys. It can be accessed from within FIRSTDIAL3. For instructions and other key bits of information be sure to print out the instruction file for this program!

FLEXY MORTGAGE.C

Load 'FLEXY MORTGAGE.C',8

This program will allow you to calculate mortgage payments and more. The mortgage calculation menu looks like this:

MORTGAGE CALCULATION MENU by Paul Paton, TPUG 16191



-
- P. CALCULATE PAYMENT
 - A. CALCULATE AMORTIZATION
 - C. CALCULATE PAYMENT COMPARISON
 - D. CALCULATE AMORTIZATION COMPARISON
 - Q. COST COMPARISON
 - E. END PROGRAM

Press P for screen dump in options

Options P & A can produce amortization tables on a 1526 printer. If you are into mortgage calculations, this is THE program for you!

BOWLING LEDGER.C

Load 'BOWLING LEDGER.C',8

This program is designed to assist people that run bowling leagues keep their books straight. The main menu of the program looks like this:

- 1 BANK DEPOSIT
- 2 WRITE CHECKS
- 3 ADJUSTMENTS
- 4 LEDGER ENTRY
- 5 VIEW LEDGER
- 6 VIEW BALANCE
- 7 QUIT
- 8 FORMAT DISK
- 9 CAN LAST ENTRY

The first time you use this program, the first thing that you will have to do is pick option 8. When you do this you will be asked to insert a blank disk, enter the disk name, the disk ID, and hit the '*' key. When the drive activity stops and you are returned to the main menu, your data disk has been created. Be sure and treat this disk with care! Once you have the data disk created, the rest is pretty easy. If you deposit any money in the leagues account, pick #1. If you write any checks for any league expenses, pick #2. If you need to adjust any of your entries pick #3.

CREEPS.C

Load 'CREEPS.C',8

This file loads and executes a 61 block file called 'CREEPS.O'. When you run this program a title screen will be displayed on your monitor

and it will stay there until the main part of the program has been loaded. When the game has loaded you will see and hear about it. To start playing this space invader-type game press the fire button.

DISK UTILITY.C

Load 'DISK UTILITY.C',8

This program is another wedge-type program. But this one has a lot of features never before found in any other wedge program. The menu of Commands looks like this:

* DISK STATUS	*! RESET COMPUTER
** SEND DOS COMMAND	*# NEW WEDGE #
*A AUTO NBR/RE-NBR	*= NEW DRIVE/WDG
*B BLOCK READ/WRITE	*+ NEW BORDER CLR
*C CPY/RSTR FL/DSK	*- NEW BACK COLOR
*D DELETE LINES	*# NEW TEXT COLOR
*F SHOW FREE MEMORY	*? GET COMND MENU
*G GET DIRECTORY	*/ LOAD PROGRAM
*L SHOW LOAD ADDR	*^ LOAD ML PGRAM
*M GO TO MICROMON	*^ LOAD+RUN PGRAM
*P PRINT SEQ FILE	*[left arrow] SAVE PROGRAM
*Q QUIT WEDGE	*: LOAD SEQ FILE
*T TEXT EDITOR	*; SAVE SEQ FILE
*U UN-NEW PROGRAM	*, LOAD USR FILE
*X PRINT SCREEN	*. SAVE USR FILE



One feature I really like about this wedge is the '*?' command, which temporarily interrupts what you are doing to put the command menu above on the screen. To print out detailed instructions and comments from the author, load and run 'DISK UTIL PRINTER'. Be sure to have your printer ready and a lot of paper aroundas the author provided instructions in the form of a 105 block SEQ file. Some of the features of the program that are VERY useful are the screen dump, micromon, and the text editor.

DISK UTIL PRINT

Load 'DISK UTIL PRINT',8

To print the documentation file for 'DISK UTILITY.C', load and run this program, have your printer and lots of paper ready! The instruction file contains a lot of information that you will need to know BEFORE you attempt to use all of the features of this terrific program. Please print it out and read it over before you use the program.

DISK UTIL DOC

Do NOT attempt to LOAD this file.

This file contains instructions for 'DISK UTILITY.C'. To print the information in this file, load and run 'DISK UTIL PRINTER'

ARTILLERY.C

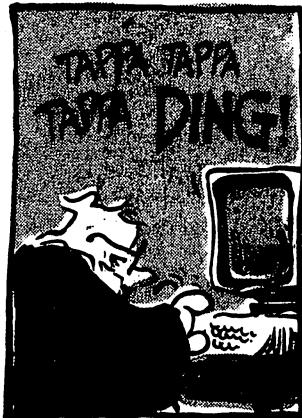
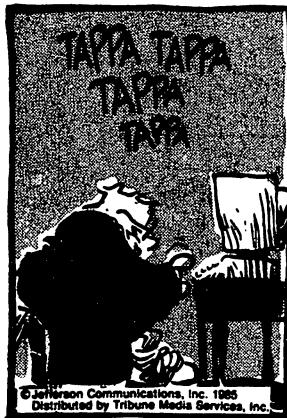
Load 'ARTILLERY.C',8

This two-player game has been around for a long time. The idea behind the game is to try to destroy your opponent before he destroys you. You are located on opposite sides of a mountain. Your only weapon is one big gun. The only variables you have control over are the angle that you fire the gun, and how many kilograms of powder you use. The other two variables are the size of the mountain, and the speed of the wind.

To adjust your angle of fire, push your joystick up or down. To adjust your powder push your joystick left or right. When you are ready to fire, hit the fire button. Once you have fired, watch to see where the

hot goes and adjust your next shot accordingly. So if your shot vanishes off the top of the screen, you might think about using a bit less powder.

SHOE—By Jeff MacNelly



* FINDING GENEALOGICAL SOFTWARE *

Compiled by Colin Thompson, COD.

The following resource list was gleaned from an article in the LA Times, Thursday, May 2nd, written by Myra Vanderpool Gormley, entitled *Buying a Computer for Genealogy*.

BOOKS

Computer Genealogy: A Guide to Research through High Technology
(\$14.45 ppd)

by Paul A. Andereck and Richard A. Pence
Ancestry, Inc.
P.O. Box 476
Salt Lake City, UT 84110

Directory of Genealogical Software
(\$11.50 ppd)

Karen Cavanaugh
2238 Cimarron Pass
Fort Wayne, IN 46815

BASIC Programming for Genealogists
By Diane Dieterle
National Soc. of Comp/Genealogists
Box 88100
Atlanta, GA 30356-8100
(Price not listed)

Diane Dieterle also puts out a quarterly newsletter called "Computer/Genealogist". (\$25.00 per year). [Several of SPUG members are using spreadsheet on the computer for this work. Family Roots is another computer program which I have reviewed.]



* CHIPWITS - Epyx *

Reprinted from MCCC, Texas.

CHIPWITSB, part of Epyx SOFTWARE'S "Learning Fun Series", is a game that teaches young children logical thinking. At the start of the game you are in the workshop, where you program your CHIPWIT for adventures. Your robot will be trained to look for pie or other various objects, including ones as strange as Electro-Crabs. Programming a Chipwit is easy, because the workshop has pictures that represent the actions he can perform. You can make a Chipwit move, eat a piece of pie or even sing a song!

When your program is ready, send Chipwit on any of eight different adventures. If he makes a mistake simply return to the workshop and change his programming. The more he learns the more your children will learn. The multiple displays make this programs concepts easy to understand. Although this game would be somewhat difficult for a preschooler it still is a must for children. Young teenagers would enjoy it also!

VIEW FROM THE TOP

Merry Christmas and happy New Year to all. The year is winding down and is a time for merriment. The December meeting will be a Christmas party and I hope to see all of you there.

1985 has been a very good year for the Gateway Computer Club. During this year the G.C.C. has grown up and is now a maturing organization. It's like a dream come true; to see the club evolve as it was originally planned. There are a few things left to do but it looks like we are well on our way to getting there.

The elections are coming soon and there are still many slots to fill. With most of the executive board stepping down, there is a big opportunity for some of you to jump in and help run this club. The elections seem to be wide open and I encourage any of you to take a shot at it. The more people that there is involved in running a club the easier it is for any one individual to do her/his share.

We are making some adjustments to the by-laws to make the club run more smoothly. I hope these changes are done on schedule so that the new officers will have an easier time getting things done. We are also changing the status of the BBS. We are opening it up to all in the hope that it will create interest in the G.C.C. from non-members. Since the membership does not make use of the G.C.C. section of the BBS we will use it for publicity and as a billboard to outsiders of events in the G.C.C. We hope this will increase interest in the club and bring in new members.

From the Le Pes family, to all of you and yours, we wish you a very merry christmas and a joyous New Year. God bless and may your year be bountiful.

Vince Le Pes
Pres. G.C.C.



JIM WRIGHT FOR EDITOR



!!!!!!!!!!!!!!
! 1541 QUESTIONS & ANSWERS !
! by !
! DAVID LOVELOCK, Catalinaa Club !
!!!!!!!!!!!!!!

QUESTION: Is there any way I can make the 1541 drive keep turning constantly.
ANSWER: Yes - the following program will make the disk drive turn (without the red light!) until you press any key on the keyboard (line 30). This program could be used in conjunction with a disk head cleaning kit, which usually requires the drive to turn for extended periods. Line 30 could also be replaced by a timing loop, if desired.

```
10 OPEN 15,8,15
20 PRINT#15,"M-W"CHR$(0)CHR$(28)CHR$(1)C
HR$(244)
30 GET A$: IF A$="" THEN 30
40 PRINT#15,"M-W"CHR$(0)CHR$(28)CHR$(1)C
HR$(240)
50 CLOSE 15
```

MERRY CHRISTMAS



HAPPY NEW YEAR